ONLY £2.25

COMPUTER AND CVG VIDEO GAMES

ISSUE 147
FEB 94

68.00
ASCH
DM12.50
S$13.50
$5.95
7000L

'94 MACHINE GUIDE - BY THE EXPERTS!

MORTAL KOMBAT 2

BIGGER! BETTER!
BLOODIER!
ALL THE ACTION INSIDE!

ETERNAL CHAMPIONS

THE 24-MEG MONSTER IS HERE!

EXCLUSIVE!

CHOPLIFTER 3!

SUPER NES • MEGA DRIVE • AMIGA • PC
3DO • JAGUAR
MEGA-CD • CD-ROM
CD-i • CD32
GAME BOY

ISSN 0261-3697
02
9 770261 369062

THE IC
NORGE
Lillehammer'94
Winter
OLYMPICS
This Winter's hottest game.

E AGE

AVAILABLE ON:
SEGA MEGA DRIVE,
MASTER SYSTEM, GAME GEAR,
NINTENDO S.NES, AMIGA, PC
AND PC CD-ROM.

Screen shots from a selection of available formats (see above)

Hot on the heels of one monster hit comes another...
If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain.
Winter Olympics is the most heart–pounding, knee–trembling sports sim you've ever had the courage to face.
And it's going to wipe out everything in its path.
You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow–capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste.
Breathe deep...muster your reserves... focus yourself ...
then **GO GO GO FOR GOLD !**
Just remember one thing: never look back.
Winter Olympics. It's hot.

U.S. GOLD®

© LOOC 1991 © 1993 U.S. Gold. All rights reserved. U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham, B6 7AX, England. Tel: 021 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd. 'SEGA', 'MEGA-CD', 'MEGA DRIVE', 'MASTER SYSTEM' and 'GAME GEAR' are trademarks of Sega Enterprises Ltd., © 1993 SEGA ENTERPRISES LTD. NINTENDO ® SUPER NINTENDO ENTERTAINMENT SYSTEM™, and the Nintendo Product Seals are trademarks of NINTENDO.

PRINTED IN THE UK

COMPUTER AND CVG VIDEO GAMES

EDITORIAL

ASSOCIATE EDITOR:
PAUL RAND

PRODUCTION EDITOR:
GARY LORD

STAFF WRITERS:
DENIZ AHMET
RIK SKEWS

CONTRIBUTING WRITERS:
TIM BOONE
DEAN EVANS
CAL JONES
MARK PATTERSON
MARK HOLMES
STEVE MERRET
LUCY HICKMAN
JOHN BENNET
DAVID UPCHURCH
SIMON BYRON

MANAGING EDITOR:
STEVE JAMES

DESIGN

ART EDITOR:
JULIE HEAP

DESIGNER:
PETREA DOYLE

COVER ARTIST:
ALEX PANG

ILLUSTRATIONS:
STUART HARRISON

ADVERTISING MANAGER: Simon 'Worlds Apart' Hamer PRODUCTION ASST: David 'Bye' Nye MARKETING DIRECTOR: Marcus 'That's' Rich MARKETING MANAGER: Karen Williams PRODUCT MANAGER: Sarah Ewing PUBLISHING DIRECTOR: David 'Mother' Kelly MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION ENQUIRIES: CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 0858 468811 RATES: 12 ISSUES UK & BFPO: £27, AIRMAIL EUROPE & EIRE: £38, AIRMAIL REST OF WORLD ZONE 1: £52, AIRMAIL REST OF WORLD ZONE 2: £60, REST OF WORLD SURFACE: £33 EDITORIAL AND ADVERTISING TUNNEL OF LOVE: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071-972 6700 FAX: 071 972 6701 PRINTED IN THE UK BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: PrePress, London EC1 DISTRIBUTED BY: Frontline (c) COPYRIGHT: Computer and Video Games 1994 ISBN NO: 0261-3597 CVG DISCLAIMER: CVG cannot be held responsible for errors, omissions, misprints, mistakes, jippy stomachs, comedy colds and cartoon flu. THANKS TO: Bill in The Pride for fine quaffing, genial banter and the occasional stoppy.

CONT

COVER STORY

17 MORTAL KOMBAT 2

No sooner has the palaver died down, than Williams releases the sequel to the most controversial beat-'em-up ever! Read all about it – and see the screenshots – starts page 17!

SNES

42 MACROSS

Japanese anime comes to SNES in a high-quality blaster!

48 SPACE ACE

It's the coin-op – but it isn't! Graphics AND gameplay combine.

56 SOCCER KID

The kid hits the SNES in Ocean's convert from Amiga.

66 ACTRAISER 2

Different from the original, this sequel's nonetheless a good 'un.

70 ALFRED CHICKEN

Clucking hell! How many more converts can Alfred star in?

78 YOUNG MERLIN

Arcade adventuring action starring the sprog with the spells!

88 CHOPLIFTER 3

This brilliant oldie is dragged kicking and screaming into the Nineties!

SPECIALS

23 CLASS OF '94

Want to know what games machine to buy in 1994? CVG pulls together the best games journalists EMAP Images has to offer and tells them to blatantly sell their systems to you!

95 EEK! THE CAT

Original and fun? Or Sleepwalker with different graphics?

COMPETITIONS

52 WIN STACKS OF STUFF WITH KEVIN KEEGAN!

A top-of-the-range VHS video recorder is up for grabs, as well as a signed Newcastle FC football and loads of copies of the Player Manager game!

77 WIN JAMES POND GOODIES!

US Gold has given us literally lots of James Pond wares to hand out to the lucky winners of this fine and fishy compo!

CD-i

58 VOYEUR

One of the most enjoyable CD games yet!

TENTS

ISSUE 147 FEB 1994

MEGA DRIVE

44 THE LOST VIKINGS
From SNES to Mega Drive, the Vikings are still a top laff!

60 WINTER CHALLENGE
Re-released for '94, Accolade brings you a slice of winter sports.

62 CASTLEVANIA: THE NEW GENERATION
Not a convert from SNES, MD Castlevania is new – but is it good?

71 PELE
Can the world stand another footy game on console? Not this one.

76 LOTUS 2: RECS
Amiga Lotus 3 comes to the Mega Drive, minus 1!

94 GREATEST HEAVYWEIGHTS

Real Deal Boxing gets the 16-meg treatment – it's bigger and better!

ARCADE

100 VIRTUA FIGHTERS
Sega's stunning polygon beat-'em-up gets the CVG treatment!

AMIGA

50 BODY BLOWS GALACTIC
Team 17 take the Body Blows boys into space!

51 ALIEN BREED 2
The xenomorphs return in a rip-roaring sequel!

54 FURY OF THE FURRIES
It's French, but don't let that put you off this fun Lemmings-a-like.

81 WONDERDOG
Core's cutesy platform-hopping hound hits the Amiga.

83 BUBBA & STIX
This one is weird! Read the review and see for yourself.

84 OVERDRIVE
Overhead racing action from Team 17.

86 COOL SPOT
So cool, he's come to Amiga!

87 LAMBORGHINI
More drivings thrills and spills, this time from Titus!

90 DINOSAUR DETECTIVE AGENCY
Cheap 'n' cheerful platform antics from Alternative.

91 F1
The fastest racing game that you'll ever see?

CD32

46 NIGEL MANSELL WORLD CHAMPIONSHIP
Our Nige gets the Amiga CD treatment.

PC

68 SUBWAR 2050
Brilliant futuristic submarine sim from Microprose!

72 ALONE IN THE DARK 2
Infogrames do it again! Superb 3D adventuring reigns supreme.

80 INDYCAR
No Mansell, but that doesn't matter when the game's this good.

82 ALIEN BREED
How does Team 17's conversion from the Amiga fare?

93 SILVER BALL
A contender for Pinball Dreams' crown?

96 BENEATH A STEEL SKY
A fab new LucasArts-style adventure – and it's British!

PREVIEWS

108 LETHAL ENFORCERS – SNES

109 GROUND ZERO TEXAS – MEGA-CD

111 RAINBOW BELL ADVENTURE – SNES

113 LITIL DIVIL – PC

114 DRAGON – MD

116 ROAD RASH – MS/GG

117 SKYBLAZER – SNES

118 R-TYPE 3 – SNES

120 ADDAMS FAMILY VALUES – SNES

122 SKITCHIN' – MD

123 HYPERDUNK – MD

REGULARS

6 NEWS
What's happening in the crazy world of games?

40 WORD UP
Rand speaks, embarrases the team and gives away a game!

98 GO!
Your monthly look at the handheld scene.

103 CHEAT MODES
Tips galore and, erm, not much more.

124 YOB'S MAILBAG
The spiky-haired orator airs his views as only he can.

130 NEXT MONTH
Our regular guess at what will be in the next issue.

NEWS

True Virtual Reality could be in your arcade soon... Philips' CD-i player finds a powerful friend in Virgin Interactive Entertainment... A graphical stunner is set to make waves on 3DO... Inter-play games with Ocean... Bugs Bunny's coming soon to SNES... and go golfing on Game Boy with Konami!

ADVANCED VIRTUAL REALITY SET TO HIT ARCADE COIN-OPS

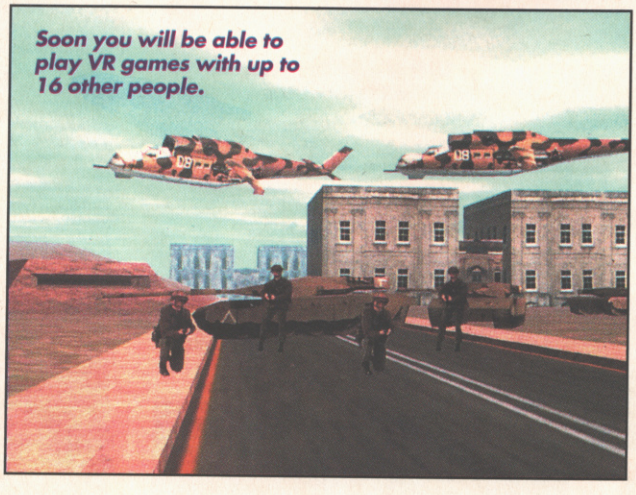
Division, the world's leading supplier of VR technology, has recently signed a deal with a major amusement manufacturer which could see revolutionary advancements in immersive VR entertainment - and you could be playing the games by the end of the year!

Virtual Reality Games Ltd looks set to be at the forefront of VR coin-ops with some very ambitious ideas for the technology. The company comes from a background of producing 3D games, so it is looking to produce VR games with traditional gameplay elements lacking from existing VR machines. This will mean bonus rounds, secret rooms, passwords, bosses, power-ups and even cheats.

Thanks primarily to Division's new VR technology, Virtual Reality Games Ltd. will be able to produce truly complex games without having to worry about the limitations of the hardware - and that's a fairly unheard-of proposal for VR hardware.

Imagine being able to play as this creature. 'Feeling' every move.

So advanced is the technology in fact, that it may be supporting up to 16 players simultaneously in one environment. Given this, the idea is to establish a 'virtual cinema' network through franchising, enabling you to pick your choice of game like you would with films in a cinema.



Soon you will be able to play VR games with up to 16 other people.

The company is also talking about producing motion based cockpits, which will mean you get physically chucked around like you would in an industrial flight simulator.

All-in-all, we think it sounds flipping exciting, and we've been promised a free ride sometime in March, so hang-on for our report.

CD-i IN VIRGIN TERRITORY

It has been announced that Virgin Interactive Entertainment is to produce software for Philips' CD-i player. Details are scarce at time of going to press, but the deal involves Virgin developing three CD-i titles converted from PC CD-ROM games which the company has in production.

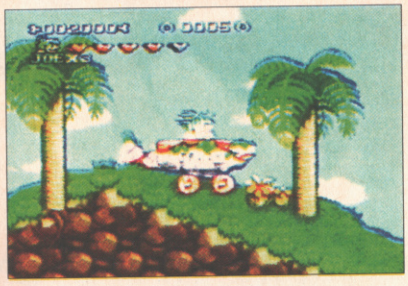
We aren't sure exactly which Virgin games are to get the CD-i treatment, but everybody knows the volume of compact disc-based software which it has in its portfolio – Demolition Man, The Terminator, Dune and 7th Guest II (the prequel to which, produced by Philips' own programmers, is nearing completion on CD-i and should be featuring in the very next issue) are among the obvious favourites to appear on the machine, but we're also told that it could be something completely different. We'll be bringing you more information as it hits, so keep your eyes peeled to CVG over the next couple of issues for further developments.

INTERPLAYING WITH OCEAN

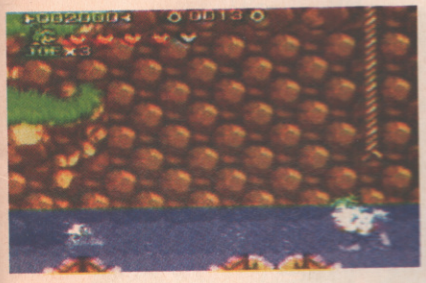
Want to buy a copy of Rock 'n' Roll Racing or Clayfighters, but can't find it under 'I' for Interplay? That's because you've got to peruse the 'O' section for Ocean, for it is they who will be releasing these two SNES games. Interplay aren't bowing out of the SNES market or anything like that; they just don't distribute their own cartridge product in the UK, that's all. Another World, for instance, was distributed by Bandai, while Lost Vikings was handled by Nintendo themselves.

MAC'S BACK

Data East will soon ship an enhanced sequel to Elite's Joe & Mac on the SNES. There are plenty of new weapons in this and rather than knocking opponents off the screen with them, Joe and Mac now hammer them into the ground. You can expect more of the graphic humour of the original with silly expressions on sprites and more objects, and scenery interaction like driving round in vehicles and swimming in streams. Out now on Import.



This sequel even lets you climb into different driving devices.



It's even possible to go swimming, but watch out for dangers.

Again, you get some really silly expressions on the characters.

ANOTHER WORLD TO GO ON 3DO

● INTERPLAY 0865 390029 ●

Interplay is all set to release that oldish, but graphically acclaimed US Gold game Another World on the 3DO. It'll go by the title of Out Of This World and is looking very smart indeed. The game is a series of cinematic sequences which you have to trigger off by performing a number of tasks. There's some blasting, and dodge-'em action along the way, and essentially it's a less puzzley version of Flashback out now on other formats. The layout is all the same, but the 3DO version benefits from more detailed graphics, smoother animation and dramatic music. We'll review it next issue.

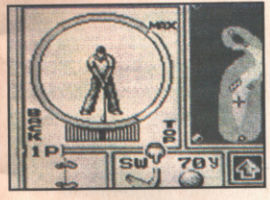
Same graphics as other formats, but the detail and colour is immense.

Another World gets a new name for 3DO.

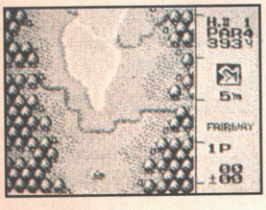
Out Of This World on 3DO probably will be.

GREEN SCREEN GREEN GRASS

● KONAMI 081-429 2446 ●

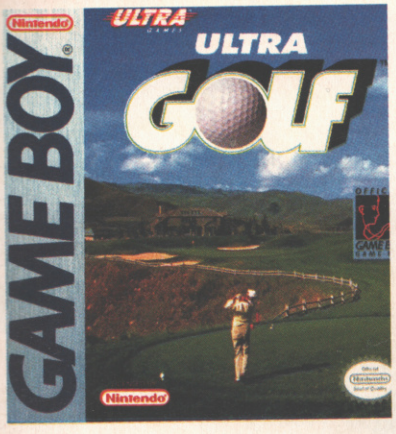


There are heaps of options for swinging.



You can scroll to view the entire course.

Konami is about to release Konami Golf on the Game Boy which is going to be a top notch simulation of the game featuring 36 different holes and the ability to scroll through an entire course before the shot. Before each shot the game will also suggest the best club to use and there are many skills open to the player like applying backspin or topspin to the ball. You also get a two-player mode which is quite fun.



RABBIT RAMPAGE

Following on from its recent Daffy Duck release, Sunsoft is finishing off its latest Looney Tunes game based on the rather more likeable Bugs Bunny. This one looks a lot more fun, with more variation in gameplay, better animation, and a more cartoonish feel. Bugs can splat cakes at people and perform a super kick and a couple of wrestling moves. There's a lot of funny moments in the game and familer characters from top Bugs cartoons. Due in the early new year, it's looking good.

There's plenty of familiar characters to meet and beat in Sunsoft's new Bugs Bunny game.

JAGUAR BITES ACCOLADE

Latest in the long line of software houses being scratched by the Jaguar 64-bit is Accolade. Five new titles are in the process of being produced for the Jag from the people who brought you Pele and Winter Challenge (reviewed this issue). Bubsy the Bobcat will be appearing in Claws Encounters of the Furred Kind. Brett Hull Hockey will also be making the shunt, offering an 84-game season. Hardball 3 will boast rendered stadiums, while Charles Barkley Baseball will offer a tough sporting challenge. Finally, Jack Nicklaus' Power Challenge Golf will offer digitised visuals and a not-shabby game, too. We'll bring you more on these babies very soon.

KONAMI

BATMAN™ RETURNS

A TOP NOTCH BEAT 'EM UP - NMS 90%
BATMAN RETURNS TAKES ALL THE BEST MOMENTS FROM THE MOVIE AND TRANSFORMS THEM INTO A STAGGERING BEAT 'EM UP. - Super Action 91%

One of the biggest and best adventures to hit the SNES - Super Pro 95%
Tiny Toons is a top title .... grab it while it's hot! - CVG 94%

TINY TOON Adventures BUSTER BUSTS LOOSE!™

We think you'd be mad NOT to buy it!. - CVG 93%
Never has there been such a visual treat. - Super Action 92%

Rop'n TwinBee

SUPER NI
ENTERTAINM

Konami (UK) Limited Konami House 54A Cowley Mill Ro bridge

MI KRED!"

CYBERNATOR™ Cybernator is, quite simply, an AWESOME game in just about every respect. - NMS 94% It must be bought! - Super Action 91%

ZOMBIES WITH 55 LEVELS I'LL BE PLAYING IT FOR AGES. - TOTAL! 92%

SUNSETRIDERS An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder. SNES FORCE 89%

NINTENDO™
ENT SYSTEM

bridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

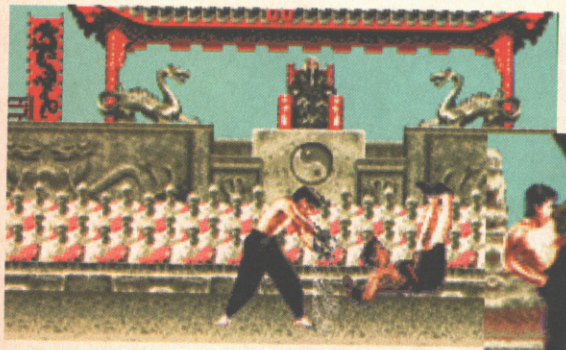
BATMAN and all related elements are the property of DC Comics inc. TM & © 1993. ALL RIGHTS RESERVED
TINY TOON ADVENTURES characters and logos are registered trademarks and copyright of WARNER BROS. a division of TIME WARNER ENTERTAINMENT. LP © 1993.

SEGA GOES 64-BIT

Sega Japan has finally confirmed that a 64-bit processor will be present in the forthcoming Saturn console, now due for release at the end of 1994. The main processor is still going to be a 32-bit RISC chip, with the 64-bit aspect being set aside for the video processor. The Saturn will even feature a wide-screen display mode and is fitted with 24 Mb of RAM (which is a lot). Already there are reports that Virtua Fighter (see our coin-op review on page 100) and the Sonic coin-op are in the process of being converted. We'll see, and keep you posted as always.

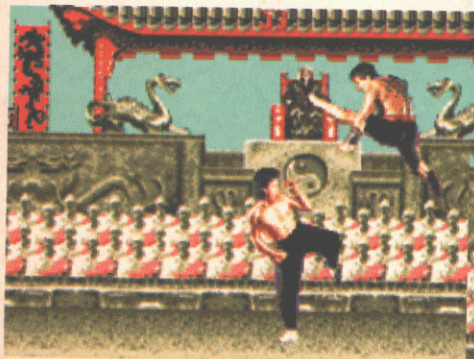
LEFT: Sega's 64-bit console could mean even more Sonic mayhem. Do we need it?

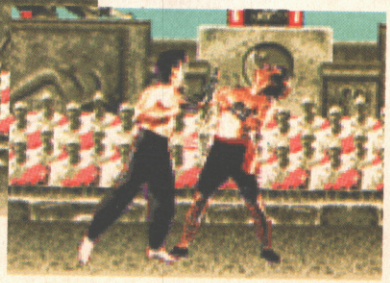
MORTAL KOMBAT GETS BANNED!



Why do people moan at this. It hardly sets off your emotions. Top game.

Who would have thought that out of all the countries in the world the only one sensitive enough to ban Mortal Kombat would be Spain. Sega's spanish arm has decided to stop imports of the game instead of having to deal with the inevitable consumer complaints which would have been aired.

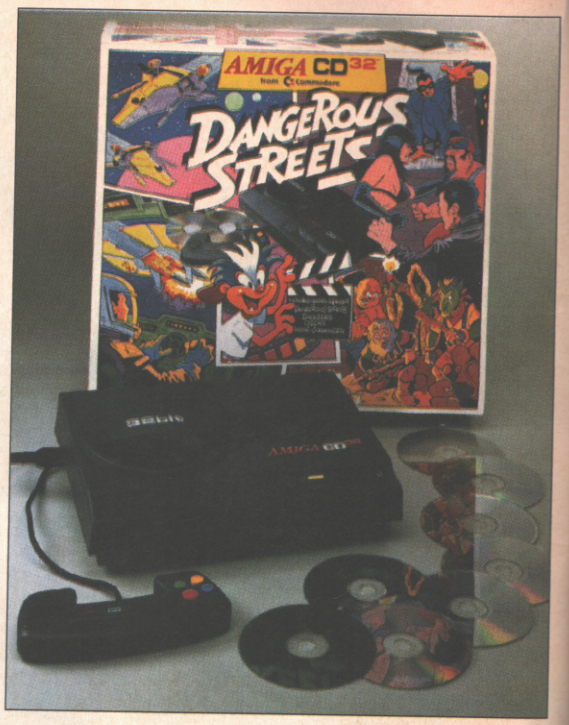




Just think, the Spanish will never get to do a fly kick. Everyone else in the world can.

NEW CD32 BUNDLE

● COMMODORE 0628 770088 ●



Out since Christmas, the new CD32 Streets Ahead pack has made quite an impact on the attractiveness of the world's first 32-bit console. For a penny short of £300 the pack bundles £120 of free games, but rumour has it that the price of the CD32 will be reduced to just £200 at some stage this year - but it is an unofficial rumour OK.

ANOTHER 32-BIT CONSOLE

● SONY 071-734 5151 ●

Details are secretive, but Sony is all set to release a CD-based console by the close of '94 in Japan. European distribution is unlikely however, until late 1995.

The machine looks like being based around a 32-Bit RISC chip-set, running CD-ROM software only with the graphics power and special effects of most systems on the market. In fact, Sony Japan is suggesting that the machine will advance beyond the super systems being developed by Sega and Nintendo.

Let's hope that with the birth of 32 and 64-bit technology hitting the market, those naff 8-bit systems will finally roll over and die.

VOYEUR™

...don't get caught.

THE FIRST CD INTERACTIVE ADULT MOVIE

18

LUST... GREED... CORRUPTION... DECEIT

Find the killer, but don't get caught.....

Senator Reed Hawke is running for the US presidency. When he gathers his family together for a pre-announcement weekend, it becomes clear that a dark family secret is about to be unveiled. But Hawke will go to any lengths to ensure his family's silence...

- ★ The first original CDi thriller - with real actors and real time video.
- ★ Record the evidence, collect the clues and nail the killer!
- ★ Different scenarios allow you to play the game over and over again!
- ★ Stars Robert Culp and Grace Zabriskie

Only available on Philips CD-i The all-in-one CD player

ON SALE NOW IN CDI STOCKISTS £39.99

PHILIPS

PHILIPS

CHARTS

Christmas Number Ones eh? After the travesty of Mr Blobby (though it could've been worse, it could've been Take That), take solace in the fact that the gaming world has some quality number ones to go into 1994 with...

HMV KNOW HMV · KNOW GAMES

ALL-FORMATS

1 FIFA INTERNATIONAL SOCCER (MD/Electronic Arts)

Crikey a Christmas number one that's actually decent. Needless to say if you haven't got it already, be a sheep and join in with everyone else so you can play the best footy game ever.

2 CANNONFODDER (Amiga/Virgin)

3 SONIC SPINBALLMD (Sega)

4 ZOOL 2 (Amiga/Gremlin)

5 TFX (PC/Ocean)

6 STAR TREK:JUDGMENT RITES (PC/Interplay)

7 MORTAL KOMBAT (Amiga/Virgin)

8 ALADDIN (MD/SNES)

9 FRONTIER- ELITE 2 (Amiga/PC/Gametek)

10 MARIO ALL STARS (SNES/Nintendo)

HMV KNOW HMV · KNOW GAMES

MEGA DRIVE

1 FIFA INTERNATIONAL SOCCER (Electronic Arts)

2 SONIC SPINBALL (Sega)

3 ROBOCOP VS TERMINATOR (Virgin)

4 STREET FIGHTER II CE (Sega)

Still there at number four, the beat-'em-up that launched a 1,000 wannabe beat-'em-ups.

5 ALADDIN (Sega)

6 TERM INATOR 2- THE MOVIE (Acclaim)

7 SONIC CD (Sega)

8 MORTAL KOMBAT (Acclaim)

9 WWF ROYAL RUMBLE (Acclaim)

10 GAUNTLET 4 (Sega)

HMV KNOW HMV · KNOW GAMES

SNES

1 ALADDIN (Nintendo)

2 NIGEL MANSELL (Nintendo)

3 MARIO ALL STARS (Nintendo)

Bringing 'a whole new world' to platform anima-ton – Aladdin!

4 STREET FIGHTER II (Turbo/Nintendo)

5 FLASHBACK (Columbia/Tri-Star)

6 TOP GEAR 2 (Kemco)

7 MYSTIC QUEST (Nintendo)

8 MAJOR TITLE (Kiss UK)

9 TERMINATOR 2- THE MOVIE (Acclaim)

10 MORTAL KOMBAT (Acclaim)

HMV KNOW HMV · KNOW GAMES

AMIGA

1 CANNON FODDER (Virgin)

2 MORTAL KOMBAT (Virgin)

3 JURASSIC PARK (Ocean)

Here at CVG we can't believe how good a conversion Virgin has made of this, and obviously the sales of Mortal Kombat have proved us right!

4 ZOOL 2 (Gremlin)

5 FRONTIER – ELITE 2 (Gametek)

6 PREMIER MANAGER 2 (Gremlin)

7 ALIEN BREED 2 (Team 17)

8 F117A NIGHT HAWK (Microprose)

9 BRUTAL SPORTS FOOTBALL (Millennium)

10 F1 RACING (Domark)

HMV KNOW HMV · KNOW GAMES

PC

1.TFX (Ocean)

2 STAR TREK: JUDGMENT RITES (Interplay)

3 HIRED GUNS (Psygnosis)

4 REBEL ASSAULT (CD ROM)/US Gold)

The nearest thing to an interactive movie so far.

5 FRONTIER- ELITE 2 (Gametek)

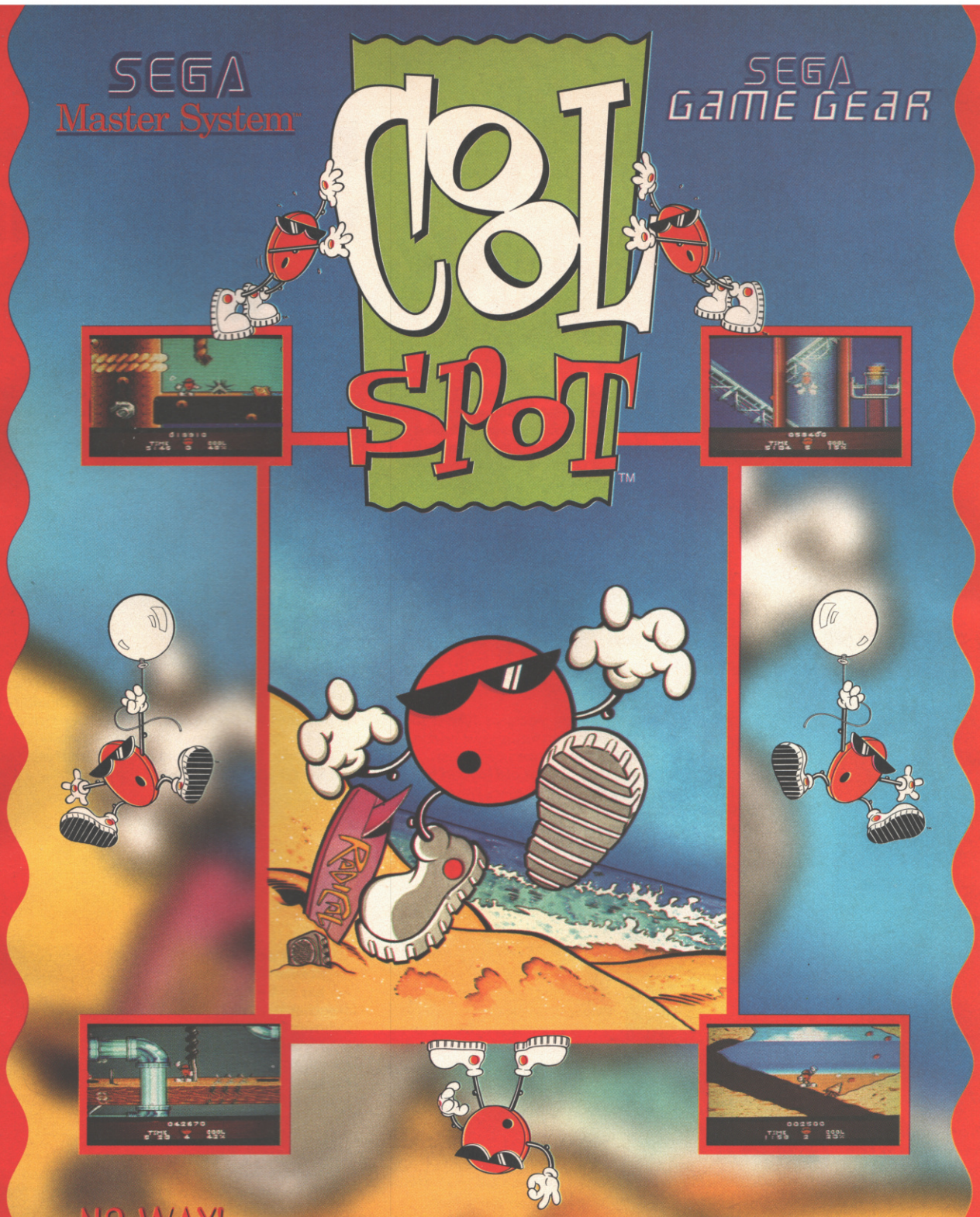
6 PREMIER MANAGER 2 (Gremlin)

7 WINTER OLYMPICS (U.S. Gold)

8 INDY CAR RACING (Virgin)

9 SAM AND MAX (U.S. Gold)

10 SUB WAR 2050 (Microprose)


SEGA
Master System™
SEGA
GAME GEAR
COOL SPOT™

NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

© 1993 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved. "COOL SPOT" ALL CHARACTERS AND RELATED INDICIA ARE TRADEMARKS OF DR.PEPPER/SEVEN-UP CORPORATION, DALLAS, TEXAS 1993. Virgin is a registered trademark of Virgin Enterprises, Ltd. Virgin Interactive Entertainment (Europe) Ltd. 338a Ladbroke Grove, London W10 5AH.

SCREENSHOTS MAY BE FROM A DIFFERENT VERSION.

Virgin
INTERACTIVE
entertainment

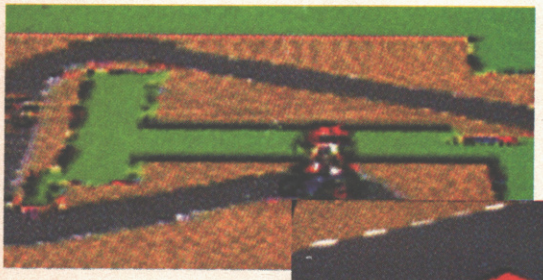
FUNK IT WITH MORTAL KOMBAT

It had to happen. Not content with being the biggest selling game of the year, Virgin Music has now released the official single on CD and 12in. The techno based tracks performed by The Immortals (who have had a series of major White Label hits storming the Lapland snowboarding scene) includes familiar game samples and character namechecks. This can't be any worse than the Tetris single, and it's not any where near as embarrassing to be seen with. Give it a spin.

THRASH AND BURN

Do this with one button.

New out in the States from toy maestros Tyco is the Power Plug, a widget that transforms your boring old joypad into the ultimate games controller. Hook it up to your console, plug in your old joypad and at the touch of a button the Power Pack gives programmable combination moves for games like Streetfighter II and Turtles Tournament Fighter, analogue steering for driving games and plenty of autofire options. There's no news of an official release, but if you like the look of the Power Plug you should be able to pick one up on import soon.



Mario Kart would be so much more easy to handle with an analogue joystick, but there isn't any available...

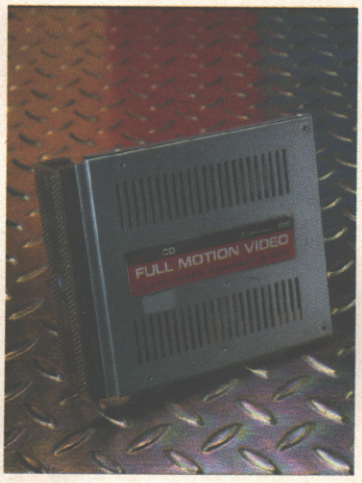
Programmable attack moves are easy with the widget.

..until now. The Power Plug gives you the goods.

KICK AND RUN

The football bug has bitten Japan following the start of their first J-League season. So far it's contributed the rather excellent J-League Soccer to the Western world while acting as a retirement home for ex-international footballers. Now major Japanese software houses are getting into the act by sponsoring J-League teams. Nintendo, Sega, Bandai and Capcom have already put their signatures to cheques with companies such as Game Arts, Namco and Hudsonsoft to follow. How long will it be until we see Wrexham sponsored by Wolf Team and Southampton with Sunsoft on their shirts?

HIGH RES FULL MOTION VIDEO MOVIES FOR CD32

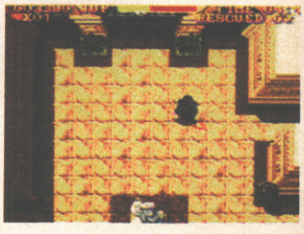


Out soon, we hope, will be Commodore's eagerly awaited Full Motion Video board (FMV) for the CD32. Like the one out now for Philips CD-I, the board conforms to the MPEG (MOTION PICTURE EXPERT GROUP) standard so you'll get compatibility with the growing library of feature-movies being released on 5-inch CD. Obviously, this technology opens the potential for deeply interactive software so we'll be following it with many eyes. Various dealers have been quoting us a price point as low as £199, which is still £50 more than the CD-i module, but what the heck.

YOU CAN'T TOUCH THIS

Biggest new TV-to-game licence in the States has to be Paramount's Untouchables. The series, which was launched last year, has topped the TV charts all over the country as Elliot Ness once again goes head-to-head with Al Capone. Ocean is responsible for the SNES version of the game, which might look a bit familiar to us Brits. In fact, it seems as though Ocean has decided to cut more than a few corners as the SNES version of Untouchables is exactly the same as the Amiga version, which was a licence of the film back in 1989. I wonder if the Americans know that? Meanwhile the game of Paramount's other big TV show, Star Trek: TNG is nearing completion on the SNES. It should be out on import early next year, although there's still no word on an official version.

Could this really be a SNES game, or an Amiga port-over?



The Untouchables TV series has topped the US charts, and here's the game.

SONY IMAGESOFT

SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.

SEGA GAME GEAR
SEGA MASTER SYSTEM II
GAME BOY
SUPER NINTENDO

MEGA — "ABSOLUTELY SUPERB TO PLAY, FANTASTICALLY PRESENTED AND ONE OF THE MOST PROFESSIONAL PIECES OF SOFTWARE EVER" — 94%

MEGA MACHINES — "IF I COULD ONLY TAKE ONE GAME TO A DESERT ISLAND, IT'D BE THIS ONE." — 97%

SEGA POWER — "...SENSIBLE SOCCER IS, FRANKLY, THE FINEST FOOTBALL SIMULATION EVER." — 94%

ENGLAND MAY BE OUT,
but Sensi's still the best soccer sim you can tackle.

You want a sweeper system? Job done.
You want two wingers? Job done. TWICE.
You want a flat back four? Job done.
You want Man U vs AC?* Job done.
You want the Maida Vailables vs 12 Angry Men? IT'S WEIRD, BUT Job done.

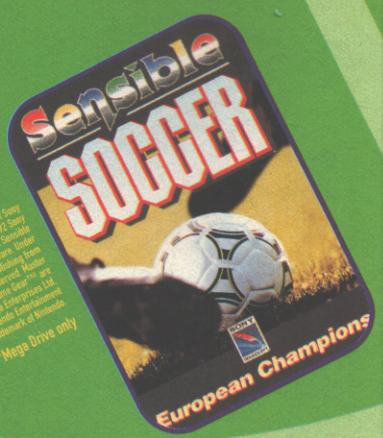
YOU CAN HAVE UP TO 64 PEOPLE PLAYING, WITH100 REALISTIC TEAMS TO CHOOSE FROM.
OR YOU CAN HAVE YOUR OWN CUSTOMISED TEAMS IN YOUR OWN CUSTOMISED COMPETITION.*
All this with Premier playability and Giggsian after touch ball control.

You can score spectacularly in the San Siro in sunshine, or make with the groin—high slide tackle at Plough Lane when it's slashing down.
You can high—five in front of adoring fans at home, or give it the old Reverse – V – for – Victory after your second Yellow away.

You can do what you want,
but you can't do without

SENSIBLE SOCCER

There is no substitute.



Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. © 1992 Sony Electronic Publishing Company. Sensible Soccer™ 1992, 1993 Sensible Software. Under exclusive license to Sony Electronic Publishing. Atari Renegade Software. All rights reserved. Master System™, Mega Drive™ and Game Gear™ are registered trademarks of Sega Enterprises Ltd. Game Boy™ and Super Nintendo Entertainment System™ is a registered trademark of Nintendo.
*Mega Drive only

Sensible SOFTWARE

CATCH THE BUZZ

HUDSON GROUP
HUDSON SOFT®

ALL OUT NOW

ADVENTURE ISLAND II
A heady mix of action, adventure and prehistoric nasties combine in this excellent sequel to Adventure Island. Features some weird and wonderful pick ups, and a whole gang of helpful dinosaurs to befriend and use.

FELIX THE CAT
One of history's most popular and enduring cartoon characters takes on the cream of the world's super villains in this brilliantly varied action adventure. Boasting sections on land, sea and air, and a whole Magic Bag of different tricks - Felix The Cat has playability by the pawful.

CASTLE QUEST
Chess meets swords 'n' sorcery meets medieval warfare in this game of high strategy. Castle Quest is a totally new kind of electronic board game for one or two players.

PANG
Fast-paced thumb-numbing action features prominently in this classic arcade shoot 'em up. Save mankind from an invasion of killer balloons - power-ups, exotic locations, wandering baddies, and wave after wave of murderous inflatables.

SUPER BOMBERMAN
A startlingly addictive and ultra playable game of mazes and high explosives, with the option of up to four person simultaneous play for four times the fun and thrills!

SNES

- *"Rivettingly addictive, brilliantly varied game" Gamesmaster Magazine 93%*
- *"The best multi-player game ever written" Total 93%*
- *"It's going to blow your head off" NMS 93%*
- *"Dangerously addictive" Superplay 92%*

Hudson Soft ® is a trademark of Hudson Soft Co. Ltd. Super Bomberman is a trademark of Hudson Soft Co. Ltd. © 1993 Hudson Soft Co. Ltd. Adventure Island II™ is a trademark of Hudson Soft Co. Ltd. Castle Quest™ is a trademark of Hudson Soft Co. Ltd. © 1993 OPR. All rights reserved. Felix the Cat ® is a trademark of Hudson Soft Co. Ltd. Pang is a trademark of Hudson Soft Co. Ltd. ©1993 Hudson Soft Co. Ltd. All rights reserved. Super Nintendo, Nintendo and Game Boy are trademarks of Nintendo Co. Ltd.

Distributed by SONY ELECTRONIC PUBLISHING

Codemasters Software ... U.K. Tel: 0926 814132

GORE BLIMEY! MORTAL KOMBAT 2 IS HERE!

MORTAL KOMBAT II

No sooner do we get over the media hype surrounding Mortal Kombat, than Williams go and hit us with the follow-up! It's bigger, better and bloodier than before, and CVG's got the exclusive pictures!

It's fair to say that Mortal Kombat caused something of a stir during the latter part of 1993. The only real contender to the Streetfighter crown, Mortal Kombat was the name on the lips of the mass media whenever videogame violence was brought into the limelight, thanks to its highly graphic Death Moves. The game courted controversy left, right and centre, but that didn't stop the home versions selling thousands of copies and shooting straight to number one in the charts. The violence argument rages on, but that hasn't deterred Williams, creators of the coin-op original, from producing a sequel – and we've got the shots to prove it!

GORE BLIMEY! MORTAL KOMBAT 2 IS HERE!

Scorpion gets ready to deal a hefty blow to the unfortunate Liu Kang.

Unfortunately, you can't see the state of the bloke who got uppercutted in this pic.

The new version of Mortal Kombat, imaginatively titled Mortal Kombat 2, comes complete with a clutch of new characters, new attacks and an array of jaw-dropping death moves. The plot, such that it is, is that Shang Tsung has been beaten by Sonya who has captured the wanted Kano. Shang Tsung now joins the list of Kombateers in a new challenge – a challenge that consists of 12 different fighters this time round!

Odd Job

As you might expect, the gameplay is similar to the first game, but this time it's spruced up with more moves, such as new baddy Kung Lao's hat being used as a decapitation tool à la James Bond, and some incredible new fatality attacks which include the use of said hat to chop opponents in half and, even more impressive, Liu Kang (from the original) turning into a 20 foot dragon and biting his adversary in two!

Baraka is only one of the new fighters in the sequel.

Oh dear. Sub-Zero's been saied in the guts. Nasty.

Mighty Kombat

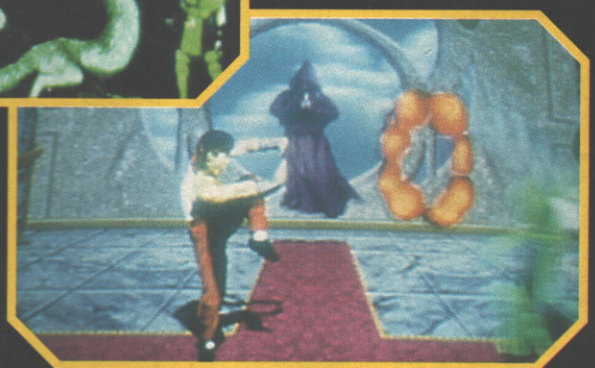
The version we played is one of only a handful of machines in the country, and at time of going to press only version 1.1 is available, without a 'Test Your Might' bonus game, which Williams apparently intends to include from versions 2.0 onwards. The company is reckoned to have spent $35,000 on digitising the fighters in MK2 using professional equipment and costumes – in

This is Liu Kang's special move. Poor Reptile.

Baraka meets Sub-Zero – watch out for that iceball!

And here they are – pity they can't use those weapons!

Liu Kang can fire large clouds of yellow smoke in MKII – great!



KATINA

BARAKA

LIU KANG

KUNG LAO

JAX

JOHNNY CAGE

MILEEN

REPTILE

The backgrounds in MKII are particularly well animated. That vortex spirals!

the original, the actors wore cardboard costumes which were touched up on computer! It's easy to see the improvement in the graphics department, and so it should be considering that the machine's Video RAM has been doubled to 96 meg, and gameplay is better than the original, too, with a few hidden characters to find and take on, including Ermac, which some of you may have found in the original. But what may have some people up in arms is the over-the-top violence, certainly in some of the death moves. It remains to be seen if MK2 will attract the media attention which its forebear did, but what we do know is that this is one coin-op that's set to go down a storm in '94!

Shang Tsung takes on Jax – two new boys together.

Liu Kang's new special move lets him speed-kick his oppo.

Kung Lao can slice his enemy in two with his Odd-Job hat!

And spin around very quickly indeed. Hurrah!

RAIDEN

SCORPION

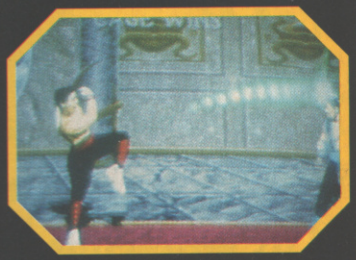
SUB-ZERO

SHANG TSUNG

Johnny Cage vs Shang Tsung. And he's got a Nigel Benn waistcoat!

Kung Lao stands there, looking hard. What a guy.

Have you noticed the large amount of Liu Kang pics?



★★★★★ STOP PRESS! ★★★★★

Mortal Kombat II is, as we speak, being converted for home machines! We can't give you many details as yet, but we can tell you that it's penned in for a Christmas release and the plan is to include all 12 characters complete with Death Moves! Watch this space for more information as it comes in!

There's no scoring mechanism as such, you just win MKII signs and dragon logos. Still, it's better than nothing I suppose.

Go on boys, do as the coin-op says – fight!

Liu Kang can do speedy multiple kicks while in mid-air!

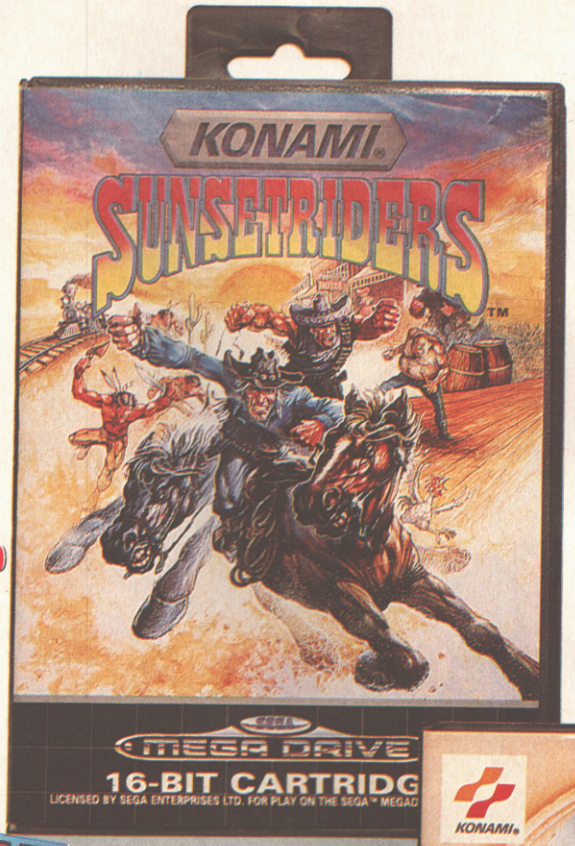
Is this better than Streetfighter II or what? Check it out!

Thanks to Ben Linney for his help in compiling this article.

KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%



ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%
RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%

SEGA
MEGA DRIVE

Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

MI KRED!"

TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. SEGA PRO 87%

Turtles really is a visually stunning game

MEGA TECH 87%

TINY TOON Adventures

Buster's Hidden Treasure™

One of the best plat-formers ever. Megatech 95%

a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

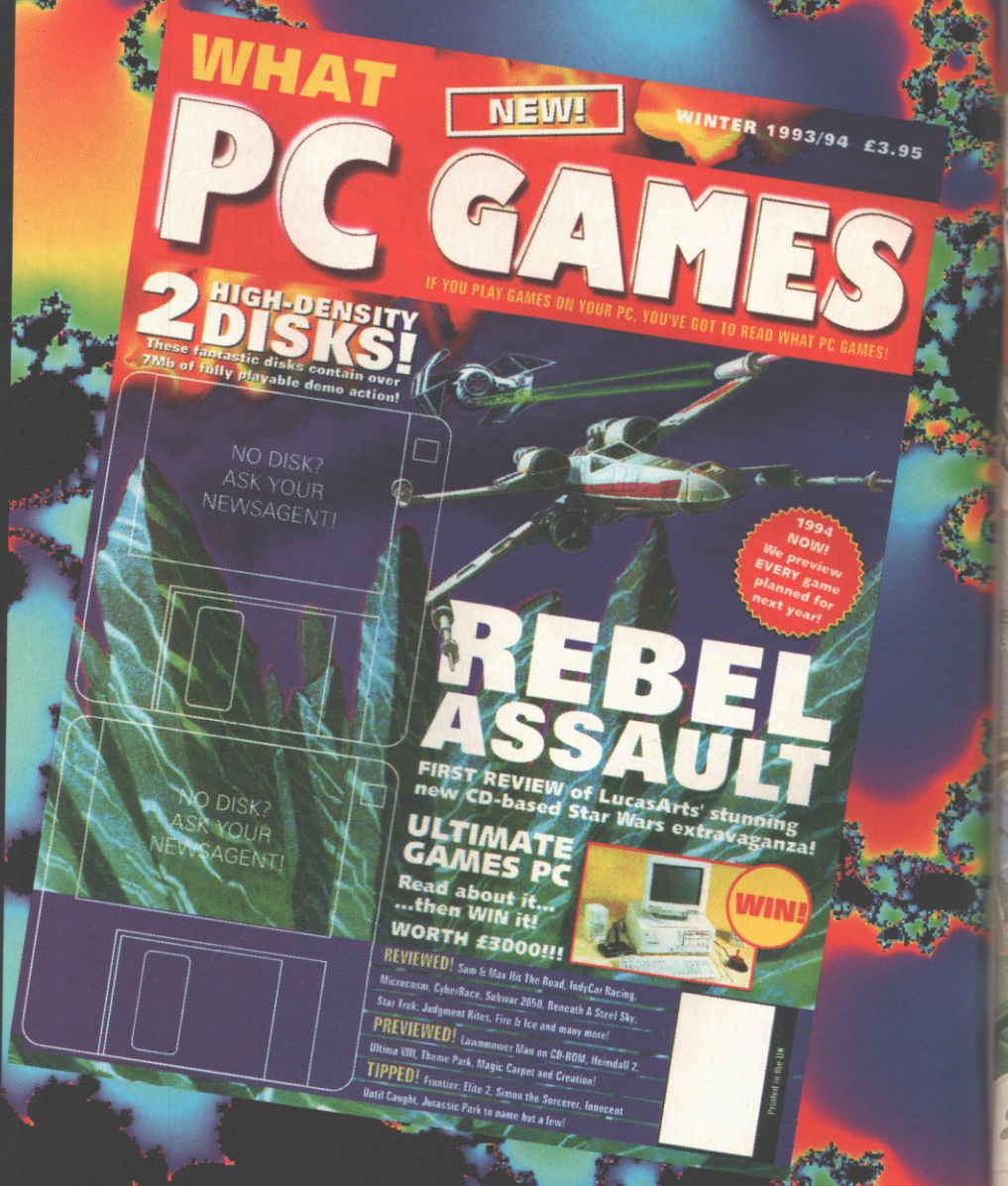
TINY TOON ADVENTURES characters and logos are registered trademarks and copyright of WARNER BROS; a division of TIME WARNER ENTERTAINMENT. LP © 1993. Sunset Riders™ is a trademark of Konami. Teenage Mutant Hero Turtles® and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. Exclusively licensed by Surge Licensing inc.

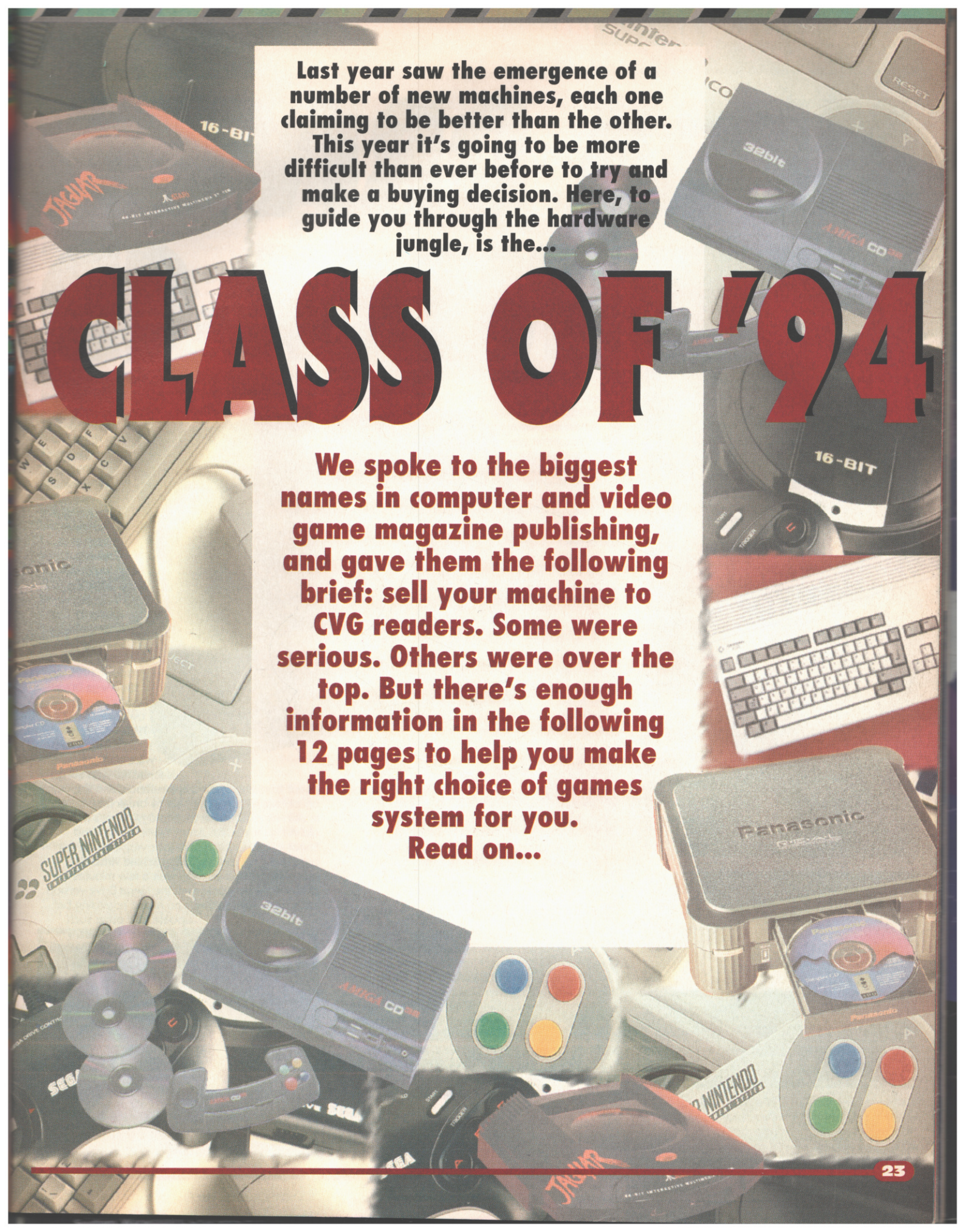
THE DEFINITIVE GAME BUYER'S GUIDE

If you're reading this, then you're probably already interested in getting the latest news, previews , reviews, and valuable insight into the complex world of PC Games. WHAT PC GAMES will bring you the hottest new games, and report on the state of the PC games industry, giving you the information you need to make informed buying decisions.

PLUS 2 FREE HIGH DENSITY DISKS PACKED WITH PLAYABLE DEMOS AND SHAREWARE!

WHAT PC GAMES. OUT 10th DECEMBER. MISS IT AND MISS OUT!





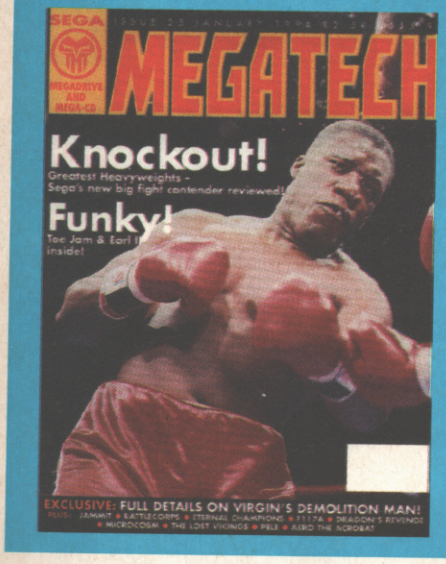
Last year saw the emergence of a number of new machines, each one claiming to be better than the other. This year it's going to be more difficult than ever before to try and make a buying decision. Here, to guide you through the hardware jungle, is the...

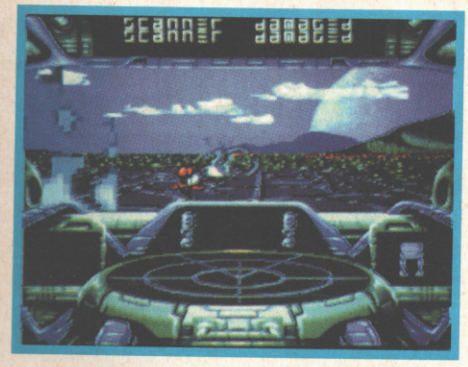
CLASS OF '94

We spoke to the biggest names in computer and video game magazine publishing, and gave them the following brief: sell your machine to CVG readers. Some were serious. Others were over the top. But there's enough information in the following 12 pages to help you make the right choice of games system for you.
Read on...

MEGA DRIVE & MEGA-CD

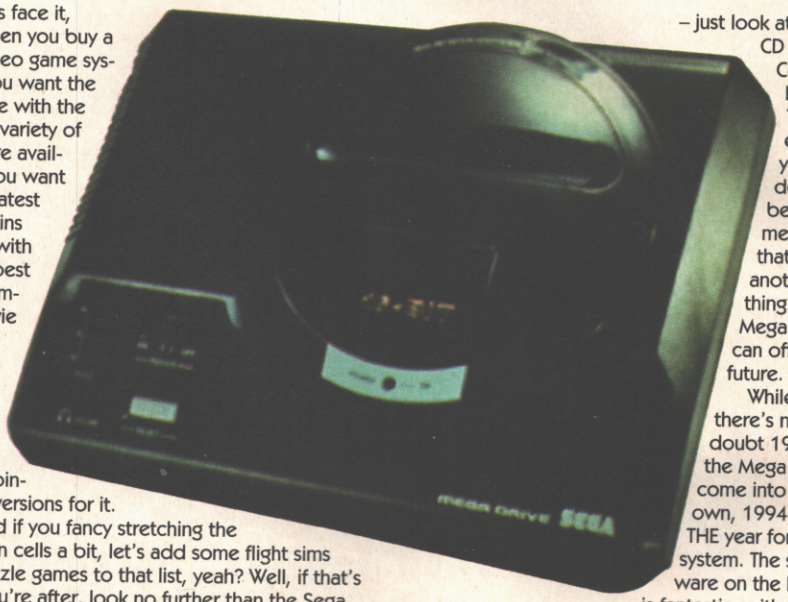
Yes, Commodore may have unveiled its new CD-based system. And, yes, Atari has bravely entered the 64-bit zone with the Jaguar – but Sega isn't afraid. MegaTech's Editor, STEVE MERRETT, explains why...





Battlecorps from Core is a taster as to what the Mega-CD can do. Using the same 3D system seen in Thunderhawk, it's an all-action blaster worth looking out for.

Let's face it, when you buy a video game system, you want the machine with the widest variety of software available. You want all the latest film tie-ins (along with all the best forthcoming movie licences), and you want all the latest coin-op conversions for it. Hey, and if you fancy stretching the old brain cells a bit, let's add some flight sims and puzzle games to that list, yeah? Well, if that's what you're after, look no further than the Sega Mega Drive. Yeah, the Amiga and PC-owning snobs will sneer and say you can't get a decent RPG for it – but, hey, Monkey Island is now available for the Mega-CD with Eye Of The Beholder on the way. And you try getting something as playable and visually impressive as Aladdin for the Amiga or PC...



– just look at Sonic CD and Core Design's Thunderhawk if you don't believe me. And that's another thing the Mega Drive can offer – a future.

While there's no doubt 1993 saw the Mega Drive come into its own, 1994 will be THE year for the system. The software on the horizon is fantastic, with Sonic about to make his third appearance, and the coin-op classic, Virtua Racing, set to break new barriers in coin-op conversion technology. What's more, old Amiga faves like Jimmy White's Whirlwind Snooker and Goal! are on their way, making the purchase of a Commodore machine virtually redundant – after all, why wait a few minutes for Jimmy White to load when the Mega Drive version just slots in – and there's no hassle regarding ball update and other such tedious techy matters.

Sega's got guts and gore

The thing is, no other console is as well supported as the Mega Drive. While Nintendo owners go ape in expectation of 'Project Reality' and its Jurassic Park-quality sprites and palettes, Mega Drive owners can indulge in games which break new barriers NOW – not some time in the future. This Christmas alone has seen the Sega system house THE best console games released. We've had Sonic Spinball, Aladdin, Street Fighter II, Mortal Kombat (with gore), and FIFA Soccer. And what has the Super NES seen? Mario All-Stars, Street Fighter Turbo, a goreless Mortal Kombat and... oh, that's it. Blimey, even the much-maligned Mega-CD has more decent releases

too. There's none of this messing about with special VGA monitors or graphics cards, and there's no need to buy a modulator so you can channel it through a TV. You just get it out of the box, plug it in through your aerial socket, switch on and start to play. Even your Dad could do it!

Thus, if variety is the spice of life, then live life to the full with the Mega Drive. Either that or waste half your life waiting for things to load...

Mega Drive Virtua Racing in all its glory – a simply superb conversion

Returning for a third battle against Doctor Robotnik, Sonic's latest adventure outstrips any other console or floppy platformer.

All this and CD too

And, of course, while PC and Amiga owners spout on about how gloriously expandable their machines are, let us not forget that the Mega Drive only needs one add-on to take it to the next generation: the Mega-CD.

The CD revolution has been a little slow in happening, but December saw the release of a game destined to change all this – Core's Thunderhawk. We've all seen the likes of TFX for the PC with its rapid vector update, but Thunderhawk is a game which bypasses vectors in favour of fully detailed 3D backdrops. It's not triangular trees you whiz over in Thunderhawk; you actually pass fully scaled bitmapped firs and pines, complete with branches! Such detail is nigh-on impossible for anything but the most expanded PC, but Mega Drive owners can pick up a system which can for a measly £200.

Before all the floppy-based sceptics shout about Thunderhawk being a one-off, let's watch the Mega-CD skies for the likes of Rebel Assault, SoulStar, and Tale Of The Dream Mansion, shall we? After all, Day of The Tentacle may be a very good PC CD title, but you can pick up any two of the above for the price of the LucasArts game.

Mega Drive vs Betamax

Basically, if that doesn't convince you the Mega Drive is THE only worthwhile machine, then you probably already own some sort of inferior system. And a Betamax video, too, probably. But despite the many games available for the machine, the availability of a CD system to take it up a level, and the most diverse catalogue of available software, there is one more string to the Mega Drive's already-laden bow – it can be picked up for less than £100! For that you get a complete set-up,

Quite simply THE best footy game. Period. The Mega Drive-only FIFA from EA...

TECH SPECS

Price (RRP): £99
Architecture: 16-bit
CD Drive: Optional
(Mega-CD – £199)
CD Audio Support? Yes
Colour Palette: 64
Maximum Colours
On Screen: 16
TV Output? Yes
Composite Video Output? Yes
Average Software Price: £50

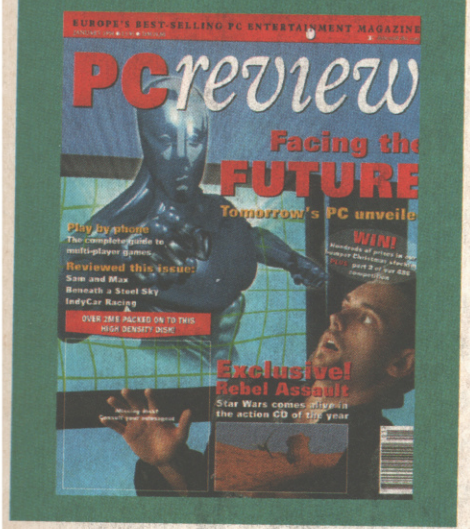
ORDER OF IMPORTANCE...

Of course, the main opponent to Sega's plans for world domination has always been the Super NES. However, whereas Rik Mayall bravely tries to promote ancient games for the system such as Nigel Mansell's Grand Prix (even ST owners got a crack at this one!), Sega has won legions of fans by ensuring that loads of genuinely good stuff is available for the Mega Drive and Mega-CD. There's none of this waiting six months for a game to become officially available, with import versions threatening to blow up your machine. Instead Sega is releasing its games simultaneously across the world – so when you want the latest titles, you're not forced to wait for them. After all, what's the point of seeing a load of reviews for a game you've waited ages for, will have to pay through the nose for thanks to the importers' mark-up, and may even endanger your machine? In the battle to control the software shelves, Sega reigns supreme.

Sega release games simultaneously across the world; so we get games like SoulStar the same time as everyone else.

PC

JOHN BENNET, Deputy Editor of PC Review explains why a powerful PC is a solid gaming investment, and that it can hold its own in terms of speed, graphics, sound and gameplay with its console cousins

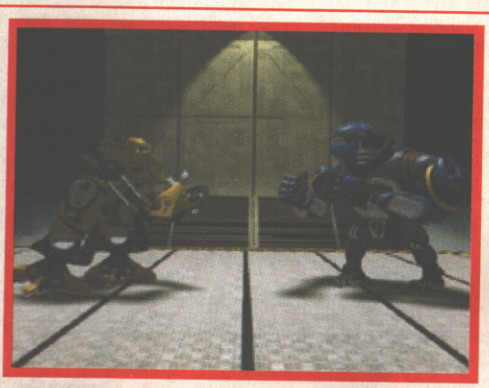


The PC has to be the odd man out of all the games machines, if you can call it a true games machine. It's not that it's not great to play games on, just that it's not naturally geared up to it like the others are.

For one thing, there's the price. I know I couldn't afford to buy a PC just to play games. I bought it, I'm sad to say because I needed it for work. Sure, games were a large part of the reason (Rebel Assault, Ultima Underworld, IndyCar Racing etc), but we're talking about £1,000 for a good and decent PC and that's a lot of dosh.

The PC however has got the longest life ahead of it. You'll never need to throw it away. Console's come and go; this year the Jaguar, next year who knows? The 64-bit Cockroach? If you want to keep up you've got to dump your old machine and fork out for a new one. Oh, yes, kiss goodbye to your favourite old games, too — they won't run on the new format. It'll play your old games and the latest stuff, provided you keep it up to date.

We're talking about a machine that runs at up to 66MHz, faster than anything else around. Give it a couple of months, and they'll be double that. Then there are the new Pentium PCs, almost twice as fast again. And then the Power PCs which are faster still and...



Rise of the Robots will be out on PC the same time as it is on other formats, but of course it won't look as good on the other machines.

Pig ugly

But it's so damned pig-ugly some PCs look like a lump of industrial debris. Still, when some smug console-owner laughs at my ugly duckling, I just lob on a couple of games to shut him up. Say, Rebel Assault, TFX, X-Wing, or Alone in The Dark 2. Let's see you run those from a cartridge!

Oh yes. Cartridges? Disk Swapping? I don't think so. If you want hard disk space you got it. 100Mb, 300Mb or one gigabyte, the choice is yours. What about triple and quadruple speed CD-ROMs drives and 16.7 million colour displays? If

If you do want flight sims though, then the PC does do it best. Flight Sim 5 is a stalwart of the PC – it's been around for about 10 years.

Doom is a shareware game, and a) it's brilliant and b) it only costs £3.75.

X-Wing is just typical of a PC game – a stunning, graphically wonderous game that's just teeming with atmosphere.

Don't think that the PC's domain is just flight sims and RPGs; it can run Mortal Kombat as well as the consoles.

you want to play games over phone lines you can buy a PC modem the size of a credit card now. Full-motion video? Yes, 3DO and CD-i games look great. But the PC can do that too — the ReelMagic card runs full screen full motion games.

Because, hey, when you get right down it, it's all about who has the best games and the PC has more than its fair share of original, breathtaking and, of course, BIG games.

Back in the bad old days

For a long time the PC was the poor relation of the games family, saddled with all the boring games; the intense hex-based strategy, sadder-than-sad RPGs and serious flight sims. Now, there's nothing wrong with these, it's just that you can have too much of a 'good' thing. The best games eventually make it to the PC but it usually takes a long time.

But all that's changed in the past year. The PC still gets its share of dodgy conversions, but a lot of good games are now appearing on PC first, and sometimes they wipe the floor with the other formats. But the best thing about the PC is the variety of games it can cope with. Games get bigger and more demanding all the time and if any games machine can take these in its stride it's the PC.

Usually this is because of the sheer size of games, their hi-res graphics and the huge processing power required. It's not that the PC is head and shoulders above the rest in ALL departments — it's just head and shoulders above the rest in most of them.

Think about the future

Just think about the future. Think about a time when people want more from their games machine than another cute platform game or a racing game. Think about CD and video and stereo sound. Think about multiplayer battles, hi-res simulators and movie-esque space epics. The PC can do all this. It's high tec and there's really no machine that can match it.

So if you're looking for a machine that will take you into the future, and that won't be obsolete two years after you've bought it and that can play Rebel Assault, Mega Race, Inferno and Alone in the Dark without batting an eyelid, look no further than the PC. Yesterday it may have been a tired old office machine but today it's the most powerful games platform around.

Coktel Vision's Lost in Time demonstrates how well the PC handles cartoon graphics with Full Motion Video.

BAD POINTS

Cost of the system

Cost of adding bits

It's ugly

Trying to get hold of a joystick splitter cable so you can have a decent two player game of Sensi Soccer or Mortal Kombat.

Can be a touch complicated

NUDE PCs

From a gameplaying point of view, the PC has strange habits. Not least of which is the fact that nine times out of ten it arrives naked.

The PC's sound for example is useless for games. You want stereo four channel music not 'beep, beep, beeeeep' and the odd resonant 'blurt'. So what do you have to do? Buy a sound card that's what. Then a joystick. Then a CD-ROM drive, then another joystick for flight sims and so on.

The good thing about this is that you get to choose what you want on your PC. If you suddenly get into a particular type of game you can custom build the most awesomely perfect machine for it. The catch? Well you've got to pay for it, and it isn't cheap.

GOOD POINTS

Sheer power and space for big, impressive games

It's getting better looking...

The sheer variety of games

Rebel Assault

Never obsolete, just old

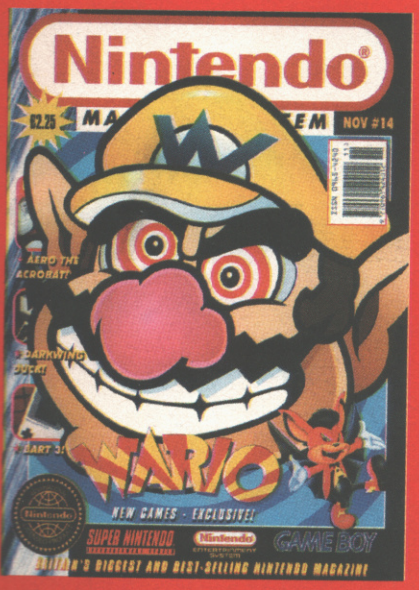
No cartridges and no disk swapping

No hard-to-use gamepads

SUPER NINTENDO

SNES games means quality games, because no game gets published without the Nintendo Seal of Quality.

Nintendo made the jump from 8-bit to 16-bit with one of the most ground-breaking consoles ever seen – and it's holding its own in the marketplace today. Editor of Nintendo Magazine System, TIM BOONE, gives you the reasons why it should be your next big buy



Look, this is so obvious I don't know why I'm writing it. But the boys at CVG asked me to explain why the SNES is the greatest console in the world, and who am I to refuse? If you don't already know that the SNES is the greatest console in the world I'm afraid there's not much hope for you is there? And if you own any machine except Nintendo then you might as well face up to the facts: you've been sold a dodo.

The SNES is the big boy of the three Nintendo consoles and it remains the most popular console in the world. Since its Japanese launch in 1990, Nintendo's 16-bit monster has reigned supreme – and will continue to do so while other machines come and go. Why? A few simple reasons:

No platforming character has been around longer than Mario (Sonic – who he?), and we all know what format he's on.

It really is a 'Super' NES

For one, the SNES is the most powerful 16-bit console money can buy. Cast a glance at the technical specifications of the beast and it's still vastly impressive today. At any one time the machine can display 256 colours from a palette of 32,768 and it delivers eight-channel digital stereo sound. To hear this at its best, hook up the SNES to your stereo and play Streetfighter Turbo. Heard anything better? I don't think so.

Then take into account that it's the machine on which you can play the greatest console games of all time. Streetfighter Turbo, Super Mario World, Mario All-Stars, Super Mario Kart and Zelda

– A Link To The Past – where else are you going to experience gaming legends such as these? They are at the very apex of great gaming, and they're all on the Super Nintendo.

The machine cannot be beaten for value for money either. With the Mario All Stars SNES machine bundle currently selling at less than £100, and a wide variety of games similarly bundled in attractive deals, you'll have to go a long way to make your money go further.

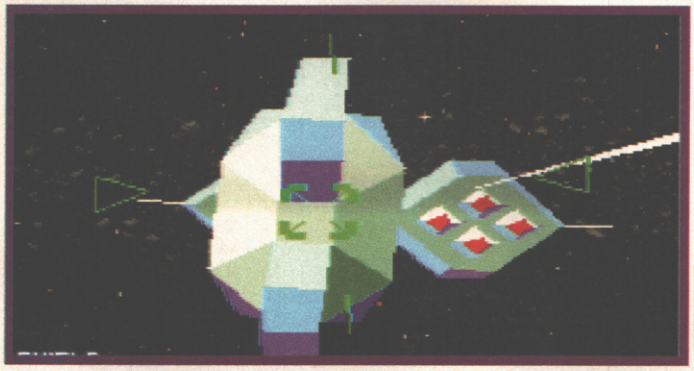
And if you're not into buying bundles, nowadays there are hundreds of games available and their size and complexity is growing all the time. Some of these are written by Nintendo, direct from their research and development facilities in Kyoto, Japan. The majority, however, are written by third-party developers, who must submit games for evaluation before earning the Nintendo Seal Of Quality and the right to publish them.

You want good FX

Perhaps the biggest reason for buying the SNES is for Super FX. Demands for better games led to the development of the Super FX chip. The first game to use this advanced processor was Star Wing, a 3D space extravaganza featuring some of the fastest polygon graphics yet seen on console. Development of a follow-up chip, the FX2, is now complete and a series of games will be launched in 1994 aimed at the chip. Rumour has it that the FX2 will not be the last technical innovation to turbocharge the SNES...

And let's not forget that the SNES is the forerunner to Project Reality, Nintendo's 64-bit wonder console planned for 1995. The machine is being co-developed by Silicon Graphics, who produce specialist animation machines costing £20,000 upwards, but Nintendo will introduce their machine for less than £200. If Nintendo can achieve this, and there's very little doubt that they will, the machine will generate an even bigger stir than the SNES!

The SNES is where you'll find the one of the most playable action platformers of the year – Super Empire Strikes Back.

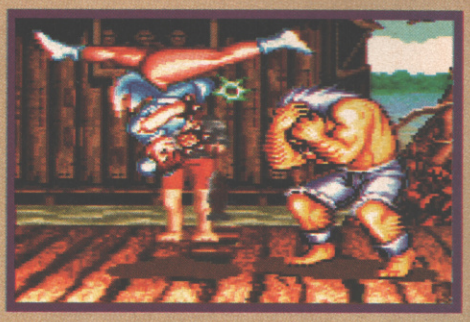


Star Wing was the first game to utilise the Super FX chip, and 1994 will see the launch of FX2 and with it some more stunning games.

INSIDE THE SNES

CPU – CENTRAL PROCESSING UNIT: The heart of the SNES, controlling everything that the machine does. Although the machine contains specialist graphics and sound chips, the CPU commands them, calculates the maths to deliver the games and constantly monitors everything in memory.

PPU 1 and 2 – PICTURE PROCESSING UNITS: Control the graphics and special effects delivered by the SNES. They manipulate scaling and rotation modes to allow enlargement and manipulation of any sprite from any angle.



Nintendo is planning a 64-bit successor to the SNES in 1995, then it'll probably be time for Streetfighter – The Twilight Years.

WORK RAM: Used to store data during gameplay, enemies killed, score, items picked up etc. This work RAM is erased when the machine is switched off, which means battery back-up is required by all carts which save scores and position.

DSP and SMP: These stand for Digital Sound Processor and Sound Micro Processor. These two processors control all sound generated by the SNES, reading data from games and converting them to the audible signals we hear.

62-PIN CONNECTOR: Cartridge slot through which all the data is transferred to processors within the SNES. It's important that all the pins on the connector and the cartridge are working at all times, and the protective cover keeps out dust when no cartridge is connected.

RF MODULATOR: Converts signals generated by the CPU, PPU and Sound Processors into radio frequencies sent to your TV and/or stereo which decodes them to display pictures and play sound.

MULTI OUT: This is the same as the RF modulator, but generates SCART signals for use on SCART monitors.

EXT – EXTENSION: Designed for connection of any special peripherals which Nintendo may develop. Initially this was added to accommodate a CD-ROM drive, but work on this project was scrapped in favour of the proposed 64-bit console. It's considered highly unlikely that Nintendo will ever support a CD platform due to its inherent drawbacks.

SNES AT A GLANCE GUIDE

CPU: 16-bit

WORK RAM: 128K

PPU: 16-bit (custom)

COLOURS DISPLAYED: 256

COLOURS AVAILABLE: 32,768

RESOLUTION: 512x448

MAXIMUM SPRITES: 128

MAXIMUM SPRITES/LINES: 32

MAXIMUM SPRITE SIZE: 64x64

MINIMUM SPRITE SIZE: 8x8

SCROLLING: 4Hz

HARDWARE MODES: ROTATION, SCALING, COLOUR LAYERING

AMIGA

It's one of the longest-serving members in the games market, it's gone through a myriad of alterations and it's got some of the best titles around. It's the Amiga, and Editor of The One For Amiga DAVID UPCHURCH is here to tell all...

So you want the best games machine around, right? You've looked at the Super NES or the Mega Drive and, yeah, they're great for platform games and shoot-'em-ups but... from time to time you would like to play the odd game that requires more than a hyperactive trigger finger and good hand-eye coordination.

What about a PC then? Ah, nice try – but I'm afraid it's a similar story as the consoles, only the other way around. Oh, the PC is great for adventures, sims and strategy games, but a bit of a dog when it comes to anything even remotely arcade-orientated. (Have you seen the PC version of Street Fighter II? Street Fighter Poo, more like.)

What you want is the best of both worlds, a games machine that's as good at arcade games as it is at the more serious stuff like RPGs. I put it to you that the machine you are looking for is a Commodore Amiga.

The A1200 can display up to 256,000 colours on screen, so flash scrolling backgrounds get their just deserves!

The case for the Amiga

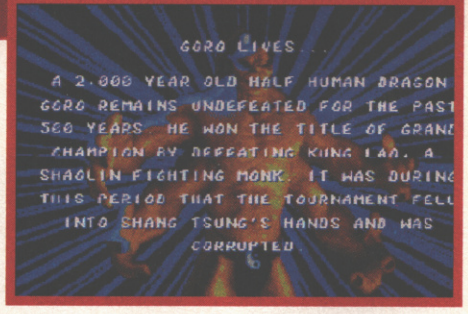
Any machine lives or dies on the quality and quantity of its games. And quantity-wise you can't go wrong with the Amiga – it's estimated there are over 1,000 games currently available for the machine.

Of course, the quality of Amiga games is not to be sniffed at either. After all, it's true to say that the best games appear on the Amiga first. Think about it: all the truly classic games of the last few years – Populous, Sensible Soccer, Frontier, Formula One Grand Prix – came out on Amiga first. And some of the recent classics, like The Chaos Engine, Soccer Kid and Cannon Fodder, aren't going to be available on console or PC for yonks!

Consoles are crap

And the sheer variety of Amiga games is staggering. You're not limited to endless platform games or identikit flight sims – your Amiga can do anything. And because of this flexibility the Amiga is the only place you'll see original, different and exciting software. Come on – would you ever see something as weird and downright funny as Wizkid on the squeaky-clean consoles?

Then there's the price of the software. Not only are Amiga games top-quality, varied and original,



The Amiga is not only a 32-bit games machine, but it's an outstanding computer too.

Flight sims are not just the domain of PCs you know; you can fly high on Amiga too.

they're also cheap. OK, I admit £25.99 isn't an insignificant sum, but it's a damn sight less than the £50 you have to fork out for a console or PC game. And then there's a stack of budget games available from as little as £7.99.

And what if you fancy writing your own games? A console is no use here, because it hasn't got a keyboard! The only way to get access to a console's innards is by buying a special 'development kit'. Unfortunately to get one you have to already be a recognised game developer AND have several thousand quid in your pocket.

PCs are poo

What about the PC then? Not much use either, I'm afraid chummy. You can program on it, yes, but it's old, old, old technology so it's not the easiest bit of kit to get to grips with. There are no nice graphics and sound chips to help you out here.

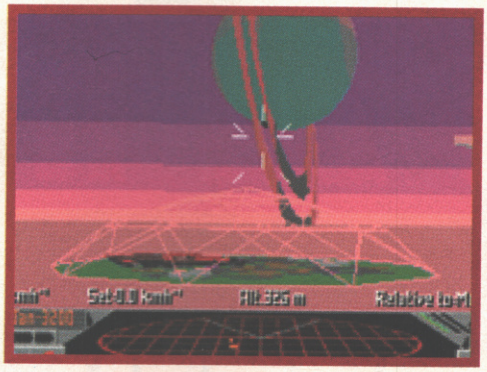
So what are we left with? Yup, you guessed it – the Amiga. There's an excellent games-creation program available for it called Blitz Basic 2 which lets even the dimmest sort create commercial-quality games, and for those who want to delve deeper and get more serious a whole host of excellent assemblers and debuggers are available.

Certainly if you ever dream of getting a programming job then the Amiga is your best bet for proving to your potential employees that you know one end of a data bus from the other. Indeed, the majority of programmers in this industry (certainly in Britain) worked their way into the job via the Amiga.

Enough already I'll buy an Amiga!

OK, so we've established that the Amiga is brilliant, but which one should you go for? The A600? The A1200? Or what about the A4000? Well, forget the A4000 – it's powerful, but has a price tag to match and it's really not aimed at gameplayers. The A600, on the other hand, may be the cheapest Amiga around but it's getting on a bit now and is a little feeble when it comes to running anything involving polygons.

So it's the A1200 then. It's over three times more powerful than the A600 (if you want proof of this try running Formula One Grand Prix side-by-side on both an A1200 and an A600 – it's like comparing Pole Position with Virtua Racing) and boasts a super-enhanced graphics chip allowing such trickery as 256,000 colours on-screen at once – that's more than the Mega Drive, Super NES and PC combined! And the good thing is that many software companies are starting to take advantage of the A1200's greater power, with many new titles appearing on the A1200 first and then being 'cut down' for the A600.



Consoles simply can't handle epic Amiga space trading games like Frontier Elite 2.

I WANT GAMES, AND I WANT THEM NOW

MK on PC? No way! But the Amiga is the biz for arcade action.

So which games are worth buying for your Amiga? Well, what do you like? Fancy some space trading and dogfighting? Then Frontier's your man. Like a bit of fist-fighting? Then try Body Blows Galactic or Mortal Kombat – an excellent coin-op conversion! Prefer shoot-'em-up action? Go for Uridium 2, the best blast since Defender. Keen on platform hopping? Then give Superfrog or Soccer Kid a whirl. A strategy buff? Dune 2's a good one for that. Sim buff? Gunship 2000 should see you right.

See what I'm saying? You can't go wrong! Whatever your gameplaying tastes you'll find something that'll more than suit you on the Amiga. And if you know what's good for you you'll keep reading CVG to see what's hot and what's not in the exciting world of Amiga games.

All great games come out on Amiga first, just look at Sensible. Amiga gamers were playing it aeons before Mega Drive owners.

The future's so bright

And the fun's only just started on Amiga. As we speak Commodore is preparing to unveil a CD drive add-on for the A1200 which will turn your computer into a fully-functioning CD32, allowing you to tap into all the supa-sexy stunning stuff being written for the new console and also play audio and video CDs to boot!

Then there are the new games! Elfmania promises to make every other beat-'em-up - including Street Fighter Turbo on the Super NES - obsolete when it's released this spring. Then there's TFX and Inferno, the new 3D stunners from DID. And let's not forget World Of Sensible Soccer, the sequel to the greatest footy game of all time. And... and.. and... I could go on and on, but there really isn't enough room.

Look, that's it. You must get the idea by now which is, basically, this: without an Amiga, you really are a bit of a saddy. ●

TECH SPECS

Price: (RRP) £349 (Desktop Dynamite pack)
Architecture: 32-bit
Main processor: 68020
Processor speed: 14Mhz
On-board RAM: 2Mb
Colour palette: 16.8 million
Max colours on-screen: 256,000
TV output? Yes
Composite video output? Yes
Floppy drive port? Yes
Standard joystick ports? Yes
Average software price? £26

YOU CAN'T PLAY YOUR SEGA WITHOUT IT!

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

EVERY MONTH ONLY £2.25

AVAILABLE FROM 10th DECEMBER.

3DO

3DO, the machine that got everyone talking about CD, is available in the States, but has yet to make it over to Europe. Contributing Writer for EMAP Images, MARK PATTERSON, advises on what's in store when it does cross the Atlantic

emap images LTD.

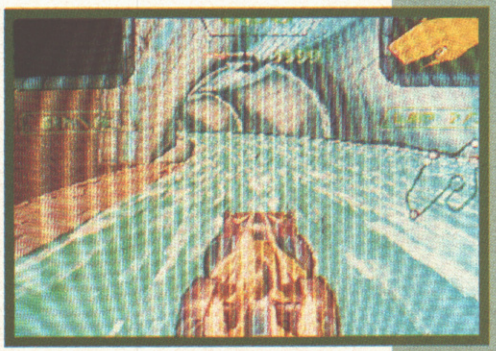
TECH SPEC

Processor: 32-bit ARM 60 RISC
Clock Speed: 12.5MHz
Colour: 24-bit – 16.7 million colours, 32,000 on screen.
Sound: 8-channel 16-bit stereo
Output: RF, S-Video.
Price: $699.99, rumoured to be dropping to $300.

Spearheading the multimedia revolution in the United States is 3DO, described by its makers as the 'ultimate home entertainment machine', it's designed to run your music, games, movies and even let you shop via cable TV in the not-too distant future.

Money matters

The only nagging doubt about 3DO is how much it will cost when it's finally released in Britain. Estimates range from £400-£700, which could well price it out of the market, but then you've got to look at what the machine has to offer. The sheer weight of enthusiasm from American software companies seems enough to push the machine into the top spot in the battle of the 32-bit machines. Currently there are over 100 titles in production here and in the US, and that's just the games. Trip Hawkins, founder of The 3DO Company, wants the machine to be accepted as much for being an educational tool as an entertainment machine. Which is all very well, but that's been said before about loads of different machines and the end result is still a lot of toasted aliens, crashed cars and very little educational software.



Free with 3DO is Crash 'N' Burn. It's OK, but Road Rash will be better.

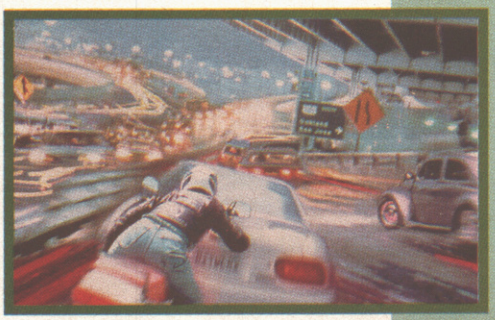
EuroDisney

Despite costing more than its console cousins, 3DO has gone down a storm over in America. However, that doesn't necessarily mean that the machine will sell well over here; time alone will tell if the 3DO has a future in Europe. ●

THE BIG NAME GAMES

Road Rash, Blood Of The Couriers: Based on EA's smash-hit Mega Drive and Amiga game, Blood Of The Couriers finds you racing through the busiest highways and byways on your super-charged Japanese bike. Initially scrapped because of similarities with the bundled 3DO game Crash 'n' Burn, this title is now being rewritten from scratch; Mad Dog McCree (converted from the Laser Disc coin-op) takes you back to the Wild West to eliminate evil and bad acting by, well, shooting everyone. Without the gun, and because of poor programming and CD access, Mad Dog McCree is a lame duck; Star Trek: TNG: Picard and the boys boldly going where no one has gone before and nobody's likely to go again, solving mysteries and setting phasers to stun. This is looking good, though we hope the animation of the characters is sorted out – it looks a little stilted.

The cartoon graphics on 3DO Peter Pan will probably be better than the film!



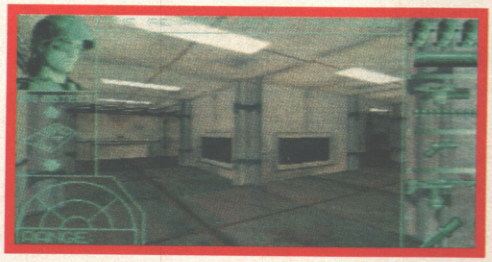
Blood of the Couriers is based on Road Rash and is looking v. promising.

CLASS OF '94

ATARI JAGUAR

Coming in at under £200 when it finally hits these shores, Atari's Jaguar looks like the machine to earn the title 'Most Likely To Succeed. It's the most powerful system around, it's cheap and it's got the biggest carts ever. Editor of CVG, PAUL RAND, tells you what he knows.

Packing an incredible 64-bits of processing power, the Jaguar is the most powerful home system. And at £199.99 when the it's released early this year, it's also the cheapest of the new machines. Not only is the Jaguar incredibly powerful, containing an array of custom chips to handle all manner of graphic effects, games cartridges can hold a huge amount of information – up to 400Mb which is over 20 times the size of normal Sega or Nintendo carts. Because the data is cleverly compressed as opposed to massive amounts of ROM chips being used, the carts are also relatively cheap, at around £40 per go.



Digitised graphics is what gives Alien vs Predator that 'realistic' feel to it.

Darling, lovey

The machine on everybody's lips of late, Jaguar is also becoming a darling of the industry. It seems the world and his wife is busily developing software for the system, mainly because of the impressive tech-specs – Jaguar puts many coin-ops to shame – and partly because, let's face it, it's the machine that everybody wants to own at present. There are only a handful of titles available for Jaguar now, but come the UK launch in a short while there should be a veritable avalanche of quality software from many of the big software houses around the world.

Chequered Flag will have coin-op quality graphics.

TECH SPEC

CPU: 64-bit

SPEED: 55 million instructions per second

RESOLUTION: 720x576 pixels

GRAPHICS: 850 million pixels per second animation

COLOURS: 16.7 million

SOUND: DSP with 13.3MHz 68000

CART SIZE: Up to 400Mbits with data compression

PRICE: £199.99: CD drive will cost £150 in Summer

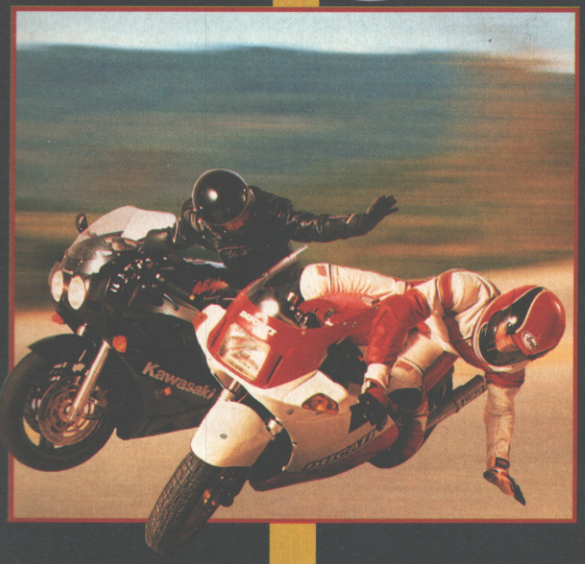
JAGUAR BEST AT GAMES?

There are some exciting games planned for this 64-bit monster: Crescent Galaxy boasts some of the best graphics seen in a shoot-'em-up; Chequered Flag 2, on an ordinary machine this would be impossible to produce, but thanks to the Jag this polygon-filled 3D racer looks as good, if not better, than Sega's Virtua Racing coin-op; Alien vs Predator, uses digitised graphics to create a realistic environment as you battle two of the nastiest monsters ever to grace the cinema screen. All this and more is coming on Jaguar – and with the CD drive available come the middle of the year, a whole new world of games will be open to Atari's newest beast.

ROAD RASH

Nintendo®

GAME BOY™



WHEN THE GOING GETS TOUGH... STAY ON YOUR WHEELS.

Ride out the punches and give out more than you take.
Just one blow in the right place will send your assailants spinning out of their saddles and skimming the tarmac at 150 mph!
Race against 14 of the most hostile bikers ever to hit the freeway.
It's dagerous - watch out for the stray stears, roadblocks and oil spills.
But that's not all... look out for the black & whites - those eagle-eyed cycle cops who'll haul you in for any highway violation... this race is illegal!

ocean®

© Electronic Arts.

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

AMIGA CD32

Commodore's great grey hope for 1994 is CD32, the first 32-bit CD games machine. Deputy Editor of The One For Amiga, SIMON BYRON, tells you why you need this machine...

Last summer Commodore stunned the videogaming industry by launching CD32. What caused everyone to sit up and take notice, though, was that it had managed to create a CD console with the most impressive tech specs this side of a Silicon Graphics machine (OK, a bit of an exaggeration, but CD32 can display 256 colours on-screen from a possible palette of 16.8 million), that would retail for less than £300.

It's the first

With a huge number of games machines on the market, the question an enthusiast should be asking is: why buy a CD32? Well, one bizarre reason is that Chris Evans endorsed the machine at its launch. Previously Commodore was never eager to promote its machines in the National Press, so to get a high profile personality to launch the machine is out of character. Why this is significant, though, is that it demonstrates Commodore is wholeheartedly behind the marketing of the machine.

Commodore is doing this because it believes CD32 is a world beater. And when you look at the specifications you understand why. It's the world's first 32-bit CD console. This means stunning 3D texture-mapped games like Liberation and Microcosm can be converted to CD32 easily, and will run as fast as they would on a PC. Microcosm, of course, features loads of digitised footage and the huge amount of information that can be stored on a CD enables programmers to come up with imaginative titles like this. On a standard computer you'd need 30 floppies to see these intros, and I doubt you'd ever get a cartridge with enough memory to store the sound, let alone the graphics.

Sounds groovy

And while we're on the subject of sound, most games that are solely developed for CD feature studio-quality music, which is invaluable when it comes to generating atmosphere. After all, if you are playing a gritty RPG you want mean and moody music. And any CD-based machine is capable of playing standard audio CDs, so when you're not struggling through the latest arcade games you can listen to Take That or whatever while you peruse your favourite games mag.

CDs can store more info than a floppy disk or cart, which means more graphics, sound and levels can be packed in a game (like Liberation).

Amiga, amigos

Perhaps the CD32's biggest advantage is it's an Amiga. This is important when you consider that most new formats only have a few games available for the first six months that it's on-sale, whereas by the time you've read this you'll be able to pick up over 40 games for the CD32.

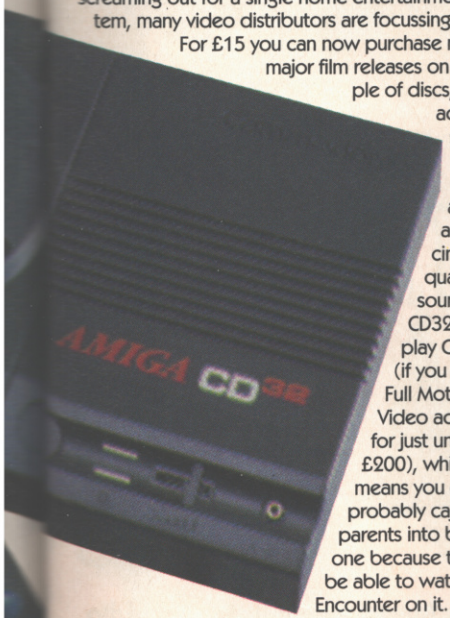
Over the next year you can expect to see software support for CD32 booming. Many companies agree CD technology is the way the industry should be heading and are investing huge amounts of time and money into research and development. CDs are cheap to produce and the risk of piracy is negligible, making the format an attractive proposition

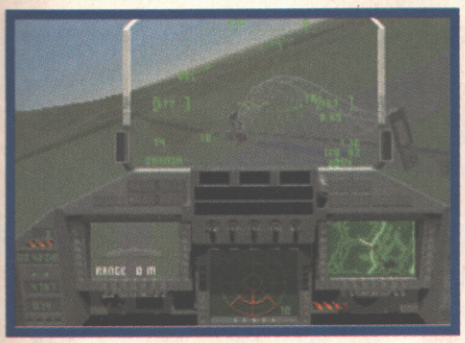
Southam, Warwickshire, CV33 0DL, U.K. Tel: 0926 814132

for software houses in these hard times. How much does your average Mega-CD game cost? £40, maybe £50? You'll not find such exorbitant prices for CD32 games: Krisalis has just released Arabian Nights, one of the best platformers of '93, on to the console for the princely sum of £14.99; Mindscape has bundled Overkill and Lunar-C, two top-notch shoot-'em-ups, on to CD for £25.99; and Team 17, the Amiga's premier developers, has just released a number of its games on CD for £14.99. I could go on but I'm sure you get the idea.

Great night in

And the good news doesn't end there. With people screaming out for a single home entertainment system, many video distributors are focussing on CD. For £15 you can now purchase most major film releases on a couple of discs, giving access to sharper picture quality as well as near-cinema-quality sound. The CD32 can play CD films (if you buy a Full Motion Video add-on for just under £200), which means you could probably cajole your parents into buying one because they'll be able to watch Brief Encounter on it. Or something.





Flight sims used to be the domain of PCs, but games like TFX will run just as fast on a CD32.

Cheap at half the price

So for the bargain price of £299.99 (plus four games – see News) you not only get the hottest games system around, but also a fully-functional CD and, with a little extra outlay, a video player. Now tell me why you'd want to buy anything else. You can't.

Obviously, the CD32's major competition is going to come from 3DO. Panasonic's first games machine does indeed boast some impressive capabilities, but I'm reliably informed that a PAL version won't arrive in Britain until spring '94 at the very earliest, by which time the CD32 will be hopefully well established as the UK's leading CD console system.

The future is looking very rosy for the CD32. Why not be a part of it?

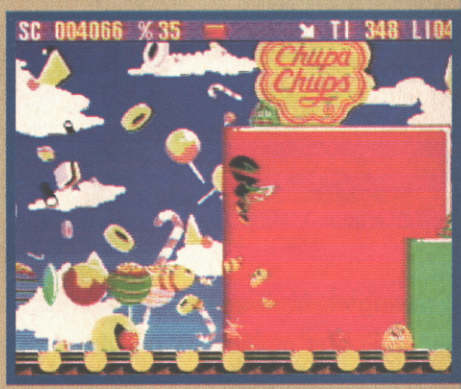
When the Full Motion Video add-on becomes available, you'll be able to watch films like Red October courtesy of your CD32.

TECH SPECS

Price (RRP): £299
Architecture: 32-bit
Main processor: 68020
Processor speed: 14Mhz
On-board RAM: 2Mb
CD drive: Double
CD audio support?: Yes
Colour palette: 16.8 million
Max colours on-screen: 256
TV output?: Yes
Composite video output?: Yes
S-VHS output?: Yes
Keyboard exp. socket?: Yes
Floppy drive port?: Yes
Standard joystick ports?: Yes
Average software price?: £30

BUT WHAT ABOUT THE GAMES?

Mindscape's Liberation is without a shadow of a doubt the most impressive CD32 game available, with the disc containing Overkill and Lunar-C coming a close second (again from Mindscape). And if you're after a piece of software to impress your mates with then Psygnosis' Microcosm should be for you. Its use of video-footage is second to none and the game itself is not too bad either, if a bit basic.



CD32 has its own platforming hero – in the form of Zool, The Ninja from the Nth Dimension. Who needs bloody hedgehogs?

The other CD32 games available are all ports from the standard Amiga machine – the A1200, with additional animations and sound effects. Heading the list comes Gremlin's Zool, which although is getting on a bit, still scores highly in the playability department. Then you can take your pick from such Amiga favourites as Alien Breed 2, Nigel Mansell, Sleepwalker, Diggers, Oscar, Deep Core, Mean Arenas... the list goes on. Frontier and Uridium 2 will both be debuting on CD early next year with the former rumoured to be featuring texture-mapped graphics as previously seen in the PC version. Although we'll be treated to loads more games over the coming months, Renegade's Flight of the Amazon Queen, a graphic adventure, looks set to be the most impressive because it will be the first 'talkie' adventure the Amiga has ever seen. Renegade will be using actors and actresses to recite the standard version's text messages, creating a proper 'movie' feel.

The advantage that CD32 has over other formats is that there is a wealth of titles ready to be released, Sleepwalker being just one.

YOU CAN BEAT

Zangief, M. Bison, Vega, Blanka, Ken, Chun Li, Ryu and not forgetting Dhalsim.
You can beat them!
Guile, E. Honda, Balrog and Sagat.
You reckon!
You see at Dixons if you get the handle of Street Fighter II, there's always Mortal Kombat, Streets of Rage II, and Fatal Fury.
Dixons has more choice for "Beat-'em-ups" than any other store.
In fact Dixons has more choice for "Beat-'em-ups", "Sports Games", "Flight Sims", "Platforms" or any

BUT YOU CAN'T

THEM...

YOU RECKON!

© Capcom

other type you're fanatical about.
And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*
With more stores, in more towns we've always got the best deals on Sega and Nintendo games.
So if the only move you've mastered is not to look a gift horse in the mouth, you'll recognise that you can't beat Dixons for choice and value; on any street

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

BEAT Dixons

WORD UP

WITH PAUL

Happy New Year! The games industry lurches into 1994, with new markets to exploit and better machines available on which to create more impressive games than ever before. Which can only be a good thing; 1993 could hardly go down as the year of originality, with an almost endless stream of Mario/Sonic clones and Streetfighter wannabees cluttering up the marketplace. Last year wasn't desperately rosy for cartridge sales either, according to several members of the industry. And who can be surprised when 90% of games are essentially the same, but with different graphics? Hopefully, the softcos will realise that people simply won't put up with this state of affairs; I think they already have, having largely been hit in the most painful place – the wallet. We'll see big games, cheaper games and have even more fun than we had in "93 – if the boys with the wonga do actually pull their fingers out and realise that we're all getting a little tired of the same old thing. See you next month.

RAND

TIPPING TAKES A TRIP

Another one! Amanda Tipping has left CVG to go into television, and that's the third staff member we've lost to the box in six months! Amanda's gone to work on Saturday lunchtime show Movies, Games And Videos as a researcher, so if you watch that programme, keep an eye on the credits and you'll see her in there. The CVG team wish Amanda all the best in her new career, and bear no grudges at all about her nicking off while we're trying to get a mag finished a have a holiday. Only joking good luck! And to any more television companies eager to rob our staff – we know that the CVG boys and girls are hyper-skilled games demons, but could you please leave them alone for a while.

PAUL RAND - FRIEND OF THE STARS

Now here's inter-company mingling for you! CVG Ed Paul Rand and Imagineer's Marketing Director Garry Williams were recently spotted living it up at London's Planet Hollywood restaurant at a top VIP do to celebrate the VR movie, 'The Lawnmower Man', winning so many awards. Storm's game-of-the-film was also featured prominently. Hoskins was there! Caine was there! Geldof was there! Winner was there! And, as you can see from this shot, Jeremy Beadle was there! For the record, Rand reckons Jezza was a bit of a top boy (Yes, we can't believe it either! – Rest of CVG Team.), and he was flabbergasted when he got his photo taken with such a star. Paul was quite pleased, too.

SPOT THE SHOT

Want to win a game? Think you could take a look at a screenshot that's been warped all out of proportion, and confidently announce 'That game is such-and-such on console X'? Then this is the compo for you! And it was certainly the compo for Philip A Roscoe of Wellingborough, Northants, who correctly identified the shot in the December issue as coming from Evasive Action. A PC CD-ROM game is winging its way to you, Philip; well done.

Now, what about the rest of you? Fancy a free game for your machine? Take a look at this pulled-apart piccy, and see if you can match it with a game from this issue. Once you think you've got the correct answer, jot it down on a postcard or the back of a sealed-down envelope together with your name, address and the machine you wish your prize to run on should you win, and send it to: SPOT THE SHOT 147, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MEET THE CVG CREW:

PAUL RAND

You name it, Rand's promised to give it up for New Year. And sometimes he sticks to his promise for a good few hours, until that old devil called Will Power snaps, and the Ed becomes a quivering wreck, frantically searching for a fix of whatever nauseous activity he's vainly attempted to kick. "My New Year's resolution is to stick to at least one resolution this year." The team are perplexed as to why he bothers.

GARY LORD

You'd think that Gary's, shall we say 'portly', looks are due to tricks of the light in photography sessions. But no; CVG's Prod Ed likes a pie, and shows no signs of giving up the eating in 1994. "My New Year's resolution is to get fatter and eat more," exclaims Gaz. The local heart hospital is already warming up the ECG machine is anticipation...

RIK SKEWS

Workaholic Richard puts his all into his job, but when it comes to getting the freebies, Mr Skews is found wanting. "My New Year's resolution is to become as good at blagging as Deniz," says the lad who is already attempting to book lig-ging lessons with the staff writer for whom a free piece of electronic equipment is just a phone call away.

DENIZ AHMET

Den is a bit of a dab hand at getting goodies for free – synthesiser companies are his targets at present – but in the getting-to-work stakes, he's the lame horse of the pack. "My New Year's reso-lution is definitely to get into the office earlier," mutters our man Ahmet, whose day normally doesn't kick in until well after the sad people's phone-in on This Morning.

JULIE HEAP

You always know exactly when the Art Ed's turned up for work – her arrival is normally announced with a loud, rasping belch. Says the otherwise petite, quiet Ms Heap (Doh! - Ed): "My New Year's resolution is definitely to stop burp-ing." Let's hope so; the last one measured 6.8 on the Richter scale and Gary was lightly wounded by falling masonry.

PETREA DOYLE

The team's happy-go-lucky Australian contingent may have been residing in this country for the past two years, but that hasn't stopped her habit-ually strolling around the sights of good old London Town – until now, hopefully. "My New Year's resolution is to stop acting like a tourist every weekend," says Petrea, who also insists she's going to stop videotaping episodes of Home And Away. Looks like we'll have to tie your video down, sport.

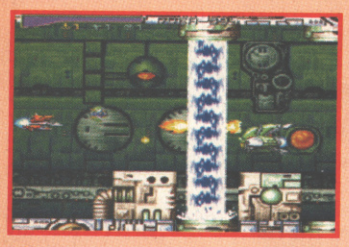
STEVE JAMES

Steve didn't become Managing Editor by making decisions and then not sticking to them resolutely – when it comes to his New Year dos and don'ts, Mr James doesn't waver – whatever hardships he has to endure. 'My New Year's resolution is to realise that New Year's resolutions are a bit crap really, and only psychologically deficient people stick to them." Will he do it? 'Wibble, wibble' says our Managing Editor. Oh dear...

Out now. Contact Console Concepts (0782 712759) for information.

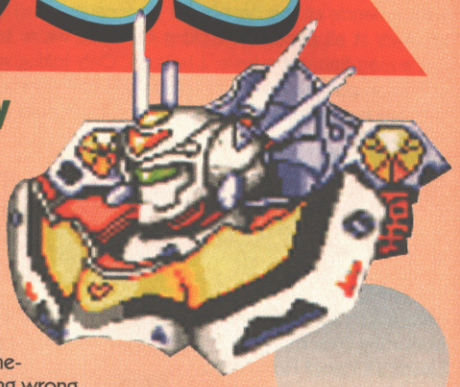
MACROSS

I counted about 10 layers of parallax scrolling in this level!

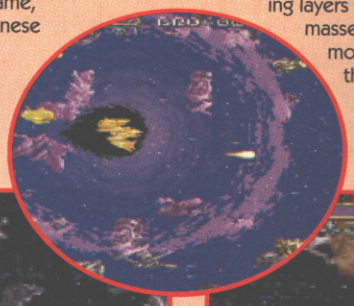


This stage is fab. There's lots of big attack craft chasing after you.

Japanese animation is shockingly gruesome, and what better place for them than a super-scrolling space blast? Could Macross be the shoot-'em-up of '94?



With the enormous success of Manga videos, it's no surprise to see the anime influence slipping into video games. One of the most famous anime stars, Akira, has already found his way into Sega's awesome Virtua Fighters coin-op. So while we all wait for an official Akira SNES game, another top Japanese anime series has formed the basis for the latest shoot-'em-up.



Anime

Macross is nothing new gameplay wise, but there's nothing wrong with that because it does what it sets out to do very well. This incarnation is a throw back to the traditional elements of the genre, pumping layers of parallax scrolling, masses of baddies, hefty motherships, and those obviously exaggerated power-ups. When you plunge all this together and synchronise some typically metallic clashes, well mean music and a sprinkling of robot speech, then you get something rather cool and hip.

Blink, and you'll miss something

But it doesn't stop there. Macross is

You don't need to dodge the grey asteroids, but watch out for the enemy craft which like to swirl in behind you if you miss 'em.

You must try and dodge the brown space debris. At this point the enemy start to enter the screen from all sides.

THREE ISN'T A CROWD

Macross gives you three anime heroes to choose from. Each one has a ship which can transform into three different attack craft while in flight, and each of these has three types of power-up. Confused? Well check out the visuals on the right.

Hikaru's ship has very powerful lasers, and is a good all-rounder.

Max's ship isn't very good because only the homing cannon is any good.

Millia's girlie ship is similar to Max's in that only one of the weapons is worth bothering with, so a bit dull overall.

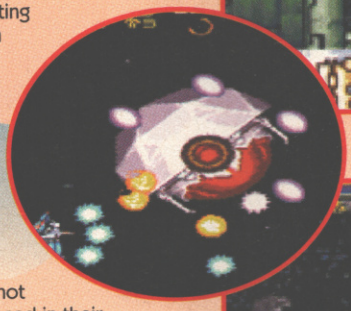
This mid-level boss has a habit of launching black-holes which suck in your ship. keep clear.

blessed with professionalism, it never slows down, no matter what's on the screen, and that's where every other SNES blaster to date has failed (except Super Aleste). What's also impressive (as it was in Axelay) is the atmospheric Mode 7 effects which give it that anime feel, and best of which is the black hole effect which sucks the screen inwards. It's little touches like these which give reasons to buy 'another' blaster.

Tough as old boots

With all this going on you might be expecting Macross to be a tougher than leather shoot-out, and it is to a point, but it really depends on the choice of craft that you enter the challenge with. The three ships are not really well balanced in their effectiveness, and one of them appears decisively more potent than the others.

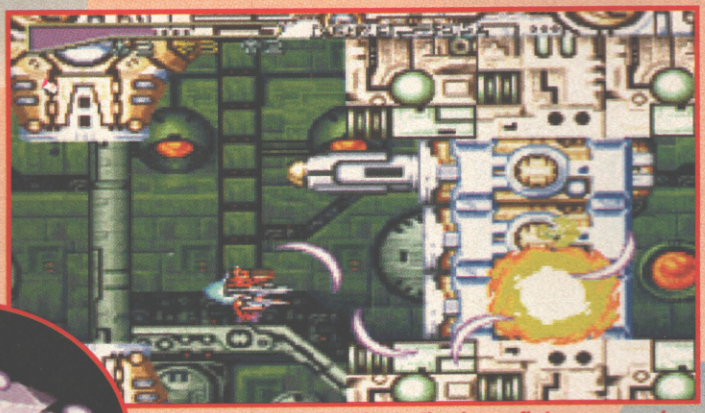
Macross is perhaps the most involving shoot-'em-up yet to appear on the SNES. The balance of appeals is spot on and you get to power-up quickly. What more could you want? ●



VERDICT

There's nothing I like more than a decent shoot-'em-up, and there's been a distinct lack of them lately on the SNES. Until Macross came along that is, with its garish graphics, spectacular explosions and wonderful, over-the-top anime characters; it's all that a good shoot-'em-up should be. The gameplay, well it's there; alien ships are unpredictable and end-of-level bosses have their full quota of Mode 7, in fact Macross wreaks of it, the only thing lacking is some really hefty weapons. Other than that it's a real top game.

GARY LORD



Throughout this level missiles keep flying across the screen, so destroy this launcher to stop 'em.

This huge ship breaks apart so keep your distance and avoid the enemy which hide around.

VERDICT

While Macross is a mould of previous blasters, it is also individualist in its approach to gameplay. Someone has stepped back, looked at other blasters and made one that's fast, exciting, challenging and doesn't slow down. Resultantly, this quickly beckons itself to be the perfect shoot-'em-up. Everything's bundled in this, from the selection of attack craft to the exaggerated motherships. Plenty of visual effects create an atmosphere not found in recent blasters. The only drawback is there's no two-player option.

DENIZ AHMET

This weapon is a trailing bolt of plasma which can be controlled to act like a shield.

SNES

PROS: Spectacular graphics that never let up, and a great anime licence.
CONS:No two-player option, and a couple of the craft are a bit lame.

GRAPHICS	Superb special effects and defined visuals.	88%
SOUND	Loud, satisfying and atmospheric music.	90%
GAMEPLAY	There's no slow down, and the action overload makes this a dream.	91%
VALUE	Costly, but it is a big game. It's all that you'd expect from a decent bloater	84%

MISS OK HIT!

89

Out January. Contact Virgin (081-960 2255) for information.

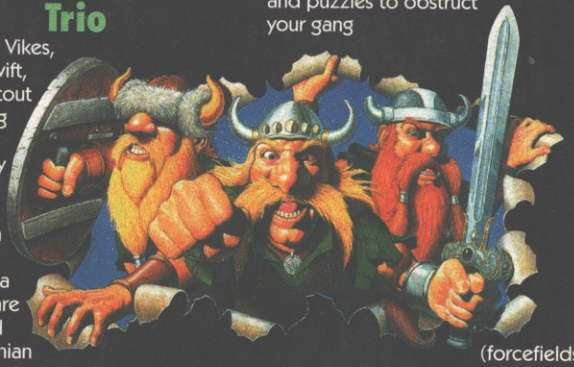
The Lost Vikings

Puzzles are ahoy as three vikings pillage and bungle their way through this puzzling arcader

Possibly more lost than The City of Atlantis, but not quite as wet are the three hapless, Nordic heroes who are The Lost Vikings. After appearing on Amiga and SNES Virgin brings this platformer puzzle-'em-up to the Mega Drive.

Trio

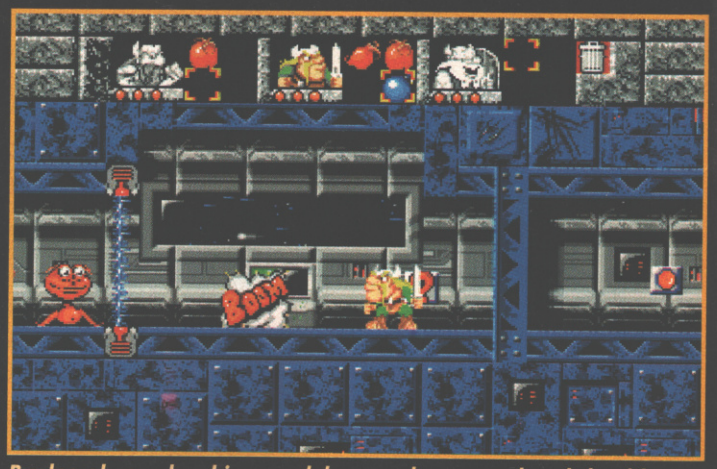
Your three Vikes, Erik the Swift, Olaf the Stout and Baleog the Beserk are happily living with their families in 10th century Scandinavia until they are kidnapped by a Crutonian spaceship, destined to be exhibits in some strange space zoo. Your trio decide escape is the only option, not realising there are 36 different levels before final confrontation with the Big C himself – Tomator.



No longboats here

On each level you have to use the combined talents of The Vikings to reach the Exit. There are various traps and puzzles to obstruct your gang (forcefields, strange alien snails, floor traps), but each viking has three lives per level plus his own particular talent: Erik is very quick and can leap and jump to inaccessible platforms, plus ram walls that hinder your progress; Olaf's shield can deflect alien fire and be used as a makeshift parachute; Baelog is the firepower, his bow and arrow is dead useful for flicking inaccessible switches and disposing with unwanted aliens.

Vikings starts off fairly easy, and there are handy hints littered through the first levels, and although it takes a while to fathom the control system, you soon get into the method of solving each puzzler.



Baelog always has his sword, bow and arrow to hand should you meet any n'er-do-wells, or forcefields that need deactivating.

There are some friendly alien creatures in this game, sadly this one's not one of them.

Olaf is a bit of a skydiver on the quiet you know.

The Vikings always make a noisy entrance to each level.

It can often take a bit of teamwork to get rid of undesireables.

VERDICT

If platform puzzlers are your thang, then there's plenty here to amuse, frustrate and excite. The problem with games like Lost Vikings (Lemmings, Humans) though is that they lack pace, and the controls can be fiddly, plus there's no real action here, it's the puzzles that' are the focus of the gameplay not the marauding aliens. There are six different level zones, and the backgrounds are adequate but like the sprites they are nowt special. It's something different however, and the cryptic levels are a real challenge.

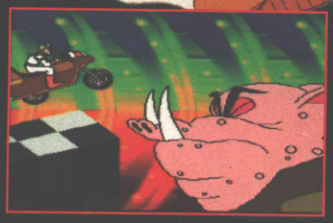
GARY LORD

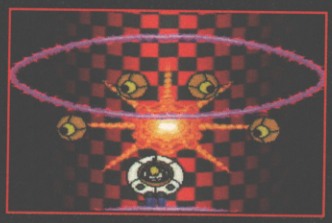
SPACE ACE™

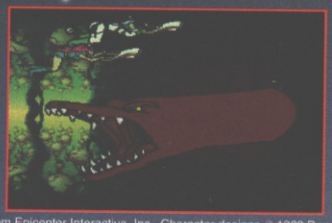
At last!
The classic arcade coin-op smash hit arrives on the SNES

Guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue Kimmy!

- Over 50 animations from the coin-op original.
- Each level to complete in at least 2 different ways.
- Extra power-ups, lives, weapons, speed.
- 14 levels each with unique gameplay.
- Fly a spaceship through the deadly Power Tube.
- Using rocket skates, race through a rotating maze.
- Speed through the motorcycle chase with wheelies and ramps.
- Survive the underwater caves with permanent laser fire.







With stunning graphics and brilliant Gameplay, Space Ace sets new standards in Arcade action.

Be valiant space warrior,

THE FATE OF THE PLANET IS IN YOUR HANDS!

empire® SOFTWARE

"Space Ace" is a registered trademark owned by Bluth Group Ltd. © 1990 Bluth Group Ltd; used under license from Epicenter Interactive, Inc. Character designs © 1983 Don Bluth; ALL RIGHTS RESERVED. This version of Space Ace is Distributed exclusively by Imagineer (UK) Ltd. Design and Copyright of the Software, Empire Software © 1993.

Imagineer

Distributed by IMAGINEER (UK) Ltd.
Unit 16, Progress Business Centre, Whittle Parkway,
Slough, Berkshire SL1 6DQ
Tel: 0753 671686 Fax: 0753 671682

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

Out now. Contact Gremlin (0742 753423) for information.

Nigel Mansell's World Championship

Better late than never, Nigel Mansell chugs his way on to Commodore's new CD32 console

He may be as dull as ditchwater, but there's no doubting our Nige when it comes down to the old driving, which is why Gremlin thought he would make a great tie-in for a racing game. The game's already appeared on the standard Amiga so what's new on the CD version of the game?

Nigel takes his regular place on the winner's rostrum.

Jam jar

Er... not a lot really, just some CD tunes. But what's the main game about? Essentially you get to take part in the full Grand Prix season, which means racing the 16 authentic tracks dotted around the world.

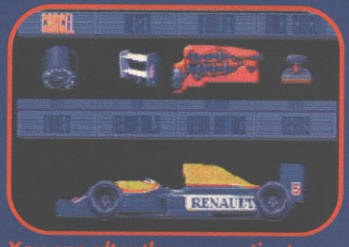
Apart from taking place in the Grand Prix season there's also an option to race just one track, practice it, or even get the man Mansell to guide you around while pointing out the pitfalls.

Once you decide to race, it's off to the options screen where the gear ratio, tyres and aerofoils can be altered to suit the conditions of each particular track. There is also an option to choose between manual and automatic gears with automatic being easier to manage, but much slower round the track.

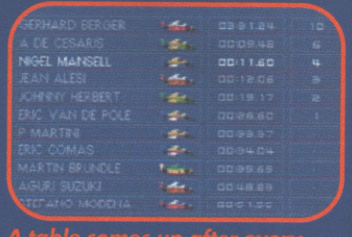
Automatic

The race itself can be entered straight away, though for the chance of a better grid position there are two qualifying laps which can be completed, with the best time determining position. Pitstops can be entered, but the only reason for doing so is to change the tyres when the weather alters.

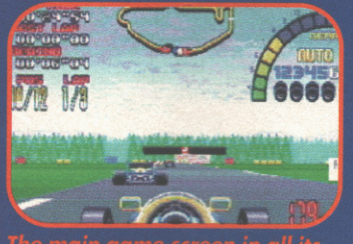
Before each race details such as the weather are given, so you can plan ahead.



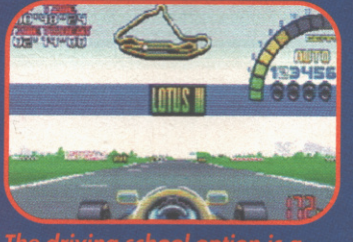
You can alter the gear ratio, tyres, and aerofoil, it doesn't seem to make a difference though.



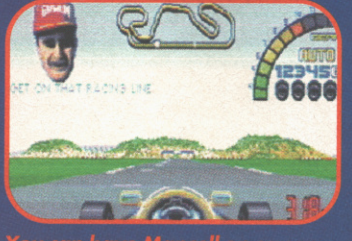
A table comes up after every match showing the position of each driver.



The main game screen in all its glory. There's little detail so the whole thing shifts very fast.



The driving school option is a practice mode where you can drive round without any bother from opponent racers.



You can have Mansell on screen offering stating-the-bleedin'-obvious advice like 'stay on the track'.

VERDICT

Apart from some CD tunes, this version is the same as the floppy product, which is a shame since the disk version is hardly stunning. Granted, it plays blisteringly fast but interaction is poor. For instance, the car hits something and bounces straight back on to the track, with loss of speed being the only penalty. Graphics and sound are your bog-standard racing stuff with very basic backgrounds and FX. Gameplay's OK, but it becomes repetitive very quickly. Stick with one of the Lotus games.

RIK SKEWS

JURASSIC PARK™

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

WHEN THE STREET JUST AINT TOUGH ENOUGH...

GO PLAY IN THE PARK

IF IT'S NOT JURASSIC PARK IT'S EXTINCT

JURASSIC PARK GAMEPLAY HELPLINE

ALL CALLS ARE CHARGED AT 36 PENCE PER MINUTE CHEAP RATE AND 48 PENCE PER MINUTE AT ALL OTHER TIMES. THE MAXIMUM LENGTH OF A CALL WILL COST £2.45.
PLEASE OBTAIN PERMISSION TO CALL FROM THE PERSON WHO PAYS THE BILL.

CALL: 0839 654154

AVAILABLE IN THE UK ONLY.
ALL CHARGES AND SERVICES CORRECT AT TIME OF PRINTING 24.7.93.
OCEAN SOFTWARE LTD. 2 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 4LZ, ENGLAND

FOR ENQUIRIES TEL: (0902) 640 027, OR FAX: (0902) 640 029
S.O.S. HELPLINE UNIT 29, THE CHUBB BUILDINGS, FRYER STREET, WOLVERHAMPTON, WV1 1HT.

ocean®

PC COMPATIBLES
CBM AMIGA
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo ENTERTAINMENT SYSTEM

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

REVIEW

SNES | by EMPIRE | £49.99

Out February. Contact Empire (081-343 7337) for information.

SPACE ACE

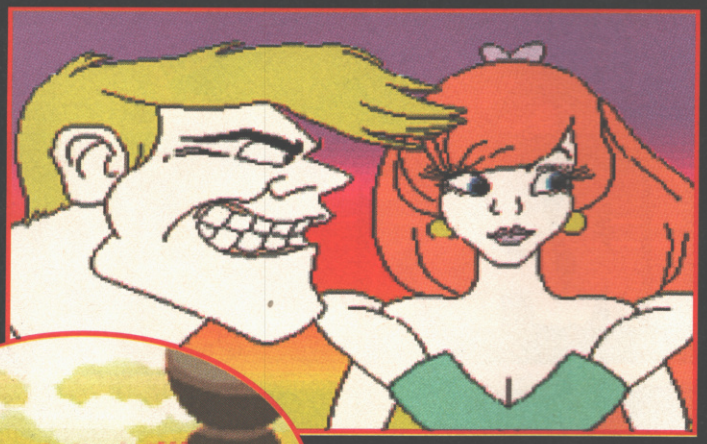
Dexter better watch out. His princess isn't what she seems. She'll change into a baddie.

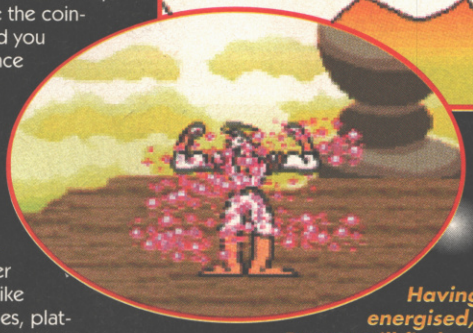
There's a lot of jumping in this game, but it's very hard to judge the size of gaps.

Is there more to a game than attractive graphics? Space Ace finally shows how it's done

Space Ace has thankfully reached the SNES in a totally revamped version from its more-than-crap coin-op brother. Unlike the coin-op, which only required you to move the joystick once every few minutes, this version is actually a proper game.

What you find in Space Ace is a huge focus on providing variety in the gameplay. Out of the 25 levels, expect to encounter shoot-'em-up stages, bike races, underwater battles, platform dodge-'em action and even roller skating within a rotating maze.



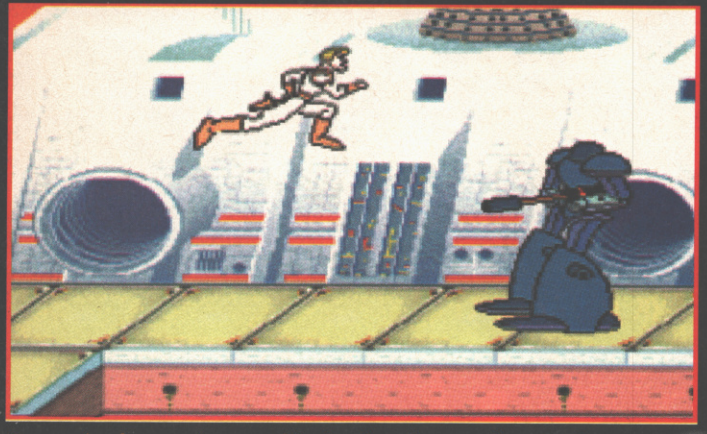


Having energised, Dexter will find himself equipped with a gun.

Deceptive appearances

The graphics have a lavish and detailed cartoon feel to them, and this surrealism is one of the game's main attractions. Particularly spectacular are the number of huge animated sprites in the game, and these have a bad habit of appearing at the most awkward of moments and you have to jump past them. You can complete each level in at least two ways, and at key points in the game you have the chance to energise and earn yourself

There's lots of animated bits in this game and why not, when you've got Sullivan Bluth doing them!



Dexter is about to jump to his death. When confronting bosses always keep your distance in order to learn their attack patterns.

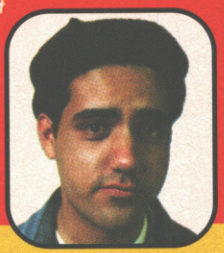
VERDICT

Space Ace shows off the SNES' colour palette better than any other game. It also embodies a collection of the biggest sprites ever. Fortunately the gameplay hasn't been sacrificed for the visuals, and there's a large variety of game styles. The game is difficult to start off with, and it takes a while to get used to the collision detection, but thereafter the game provides a hook with the lure of more impressive action. It would have been nice if the game had some more shooting action on the platform stages, but this is still brilliant.

PAUL RAND

VERDICT

You'll need plenty of patience with Space Ace, because you tend to die incredibly often; but once you work out the safe spots you can get through with little hassle. This game is about learning attack patterns, though there's enough levels and variety in game styles to give it lastability. Each level scrolls continuously so you have to think quick or you'll end up dead. This can get frustrating, but it's worth it to see the superb graphical detail and colour. It's the sort of visually lavish game others try to be but can't achieve.



DENIZ AHMET

GOOD LOOKS RUN IN THE FAMILY

Space Ace has been put together by ODE (who were the team behind Team Yankee and Pacific Islands) in conjunction with Sullivan Studios. Sullivan Bluth Studios hold the talents of 14 ex-Walt Disney animators who left the latter in 1979 because they felt that they could do a better job at the huge Dublin-based Sullivan company.

By 1984 the firm had established itself as a major force in the industry with its Spielberg release of An American Tail. This became the highest grossing animated feature for a first release. Sullivan Bluth has since gone on to produce such classics as The Land Before Time and All Dogs Go to Heaven, and the company's next film, scheduled for release later this year, is Rock-A-Doodle. Considering the animating pedigree behind such a game it's no wonder Space Ace looks so smart!

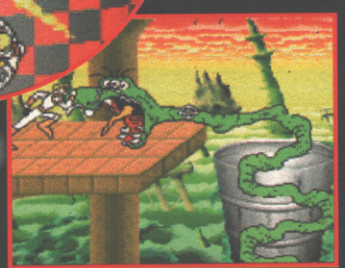
There's plenty of variety in the gameplay; this underwater stage is a shoot-'em-up.

There are plenty of shoot-'em-up stages like this.

a gun (but you'll have to pick up energy disks first). Once energised a huge monster will appear from somewhere and probably kill you instantly. After a few encounters with these cretins you'll notice that they always attack the centre of the screen first, so it's best to dash to the edge of the screen the moment you energise.

It's a mazin'

A space maze allows you to progress through the game via different routes so not all of the game is predetermined. Even so, any destination you choose is going to be incredibly hard. This is due to the loose collision detection which can become very frustrating after a while. Space Ace does gives you plenty of lives to compensate for the fact that it's very difficult. Combine that with a lack of passwords and you have a game which will take yonks to complete.



Having energised, this is the type of monster you'll have to deal with.

A typical example of the huge sprites in this game. Dexter has to run from this one.

SNES

PROS: The best cartoon graphics yet seen on the SNES.

CONS: It's very difficult, and there are no passwords.

GRAPHICS	Very impressive use of colour, huge sprites and parallax.	93%
SOUND	Silly music which does match the action well. Good speech.	88%
GAMEPLAY	Lots of variety, but a tab repetitive and dull. Too hard for some.	80%
VALUE	It's a very big game which is going to take ages to complete.	90%

MISS OK HIT!

90

REVIEW | A1200/600 | by TEAM 17 | £29.99/£26.99

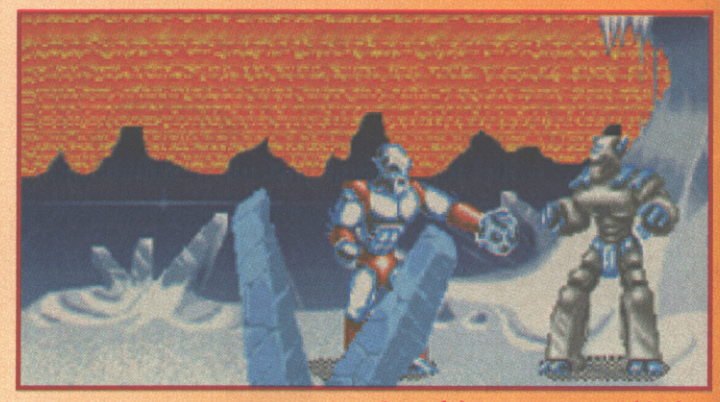
Out now. Contact Team 17 (0924 201846) for information.

BODY BLOWS GALACTIC

Team 17 is spoiling for a fight over whether this is the best Amiga beat-'em-up ever

With the Evil Max defeated, Dan and Junior have decided to take on the whole universe and challenge 10 other fighters, each with their own strengths and weaknesses to decide who's the ultimate galactic warrior.

A one or two player mode is available, as well as a four or eight player tournament option. The action takes place across six different planets, each being inhabited by two different beings. The two warriors from each planet have been chosen as the best fighters from their respective planets, so a tough challenge should lie ahead.



One of the smartest graphical effects is this burning sky which you'll find on Eclipse.

And representing...

From Earth are Dan (similar to Ryu) and Junior the boxing expert. They've survived the first game although both have had their skills tweaked. Titanica is a very technologically advanced planet and here you'll find Tekno (a robot) and Lazer (who, not surprisingly, can fire laser beams). Eclipse is part hot and part cold and is represented by Warra (a Sub-Zero like character with the ability to freeze opponents) and Inferno (who's blisteringly hot).

In the other corner...

Gellorn-5 is like prehistoric Earth and two of its inhabitants are Dino and Dragon; Miasma has been decimated by a comet strike, but many of the inhabitants survived by changing their forms to energy. Here you'll find the ghostly Phantom and the agile Puppet. Finally, there's Feminion, a planet ruled by women where Azona (a surfboarding chick) and Chun-Li (like Kai-Ti) live. Phew!

A 'mercy' option determines whether someone can be hit when they're down.

Hold fire down until a bar is completed to activate the special move. Use it sparingly though, as the bar gets longer with each use.

VERDICT

Team 17 has shown what the A1200 can do. The graphics really are something, full of beautifully detailed backgrounds, multiple colours and parallax scrolling. There's also stacks of brilliant sound FX plus some completely mad samples from the characters when they win, although it can sound muffled at times. Galactic will provide solid entertainment but can be a little slow, and there's not a great deal of variety between the character's moves. At the end of the day though, I love it and that's what counts.

RIK SKEWS

REVIEW

A1200/A600 | by TEAM 17 | £26.99

Out now. Contact Team 17 (0924 201846) for information.

ALIEN BREED II

In space no-one can hear you scream about a never-ending stream of sequels

Nine years on since the first alien outbreak, top Inter Planetary members Johnson and Stone have been taking it reasonably easy. In-coming reports of problems at Federation Colony Alpha-Five, home of several hundred crew members, has managed to put a stop to that however.

History lesson

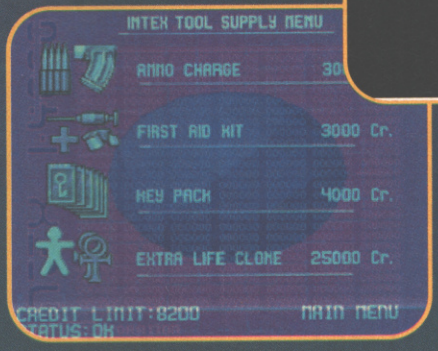
The colony has been transmitting emergency signals for the past few hours. Is history repeating itself? Certainly looks like it! The four strongest members of the IPC's marine force have been called together, but only two will make the career-threatening journey to the colony on FAC-5, their mission unclear. It looks like the horror is about to continue...

Enough of the waffle. This is a shoot-'em-up where you and an optional friend can control Johnson and Stone from the first game, Ruffertoo the lizard or the robotic Zollux.

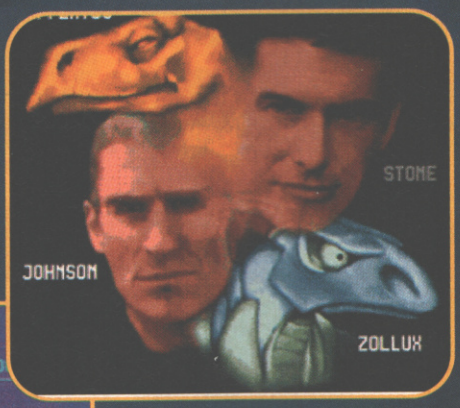
Mission impossible

Like the first, the game is a Gauntlet-like blast in numerous alien-infested mazes as you pick up anything useful you find like credits and energy. The missions vary, but usually involve filling something full of bullets!

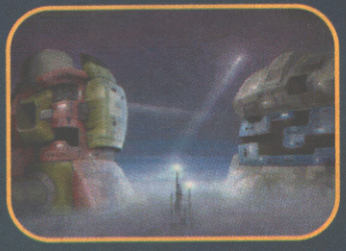
The Intex computer has been retained but has been overhauled. Once you've logged on, various pick-ups are available, including extra lives, keys, tools, and a multitude of weapons – if you've picked up enough credits! Make sure you have since you'll need every bit of help! This is one tough blast-'em-up.



The Intex computer has been revamped from the first game and now has loads more gear on offer. No Pong though!



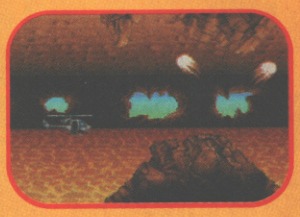
Johnson and Stone are joined by Zollux (a tough war robot) and Ruffertoo (an intelligent lizard). Each has different equipment and strengths.



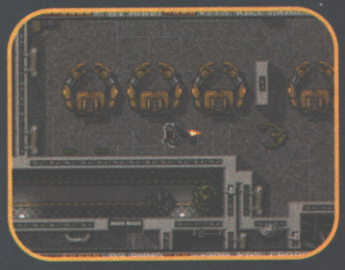
Each level is preceded by a rather colourful piccy. Pointless but tasty nonetheless!

The first level finds you outside the complex looking for the entrance.

APACHE



Early copies of Both Body Blows Galactic and Alien Breed 2 come with a free game and a demo of Overdrive. The free game is Apache, a pretty ropey Choplifter rip-off. It does feature decent parallax scrolling, samples and an atmospheric Brimble score though, and as it's free you can't really complain.



Unlike the first game now the aliens can fire back at you.

VERDICT

Good grief, this is tough. With Alien Breed 2 Team 17 has taken the original and polished it, but the new ideas like the shooting aliens and new characters fail to add depth to the gameplay. It's not cheesy though. The 256-colour screens are lovely, as is the ultra-smooth scrolling. And Allister Brimble has come up with some astonishing title music, in-game tunes and FX which add tons of atmosphere. With its lack of depth and extreme difficulty I can't really recommend it though. Why not wait for the special edition?

RIK SKEWS

GRAPHICS	SOUND	GAMEPLAY	VALUE
85%	93%	82%	85%

STRATEGY	SKILL	ACTION	REFLEXES
7	9	10	9

83

COMPETITION

WIN A VIDEO RECORDER!

And loads of footy goodies from Imagineer!

It's not difficult to see that Kevin Keegan and Newcastle are doing a bit of a grand job up at St James' Park at present. In fact, by the time you read this the great man could even be England manager (if the FA hasn't picked someone sad). Which is why Imagineer is so cock-a-hoop at the moment, since it has just released the brilliant Kevin Keegan's Player Manager cart on SNES, which received a staggering 95% score in CVG!

To celebrate, Imagineer and CVG have got together to bring you a competition which could net you a brilliant array of prizes...

FROM COMPUTER AND CVG VIDEO GAMES

ANCO AND

imagineer

FIRST PRIZE

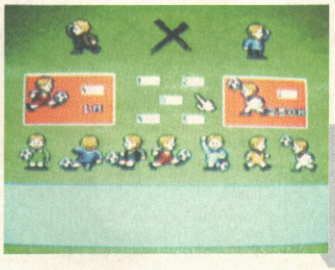
A VHS Video Recorder!
A selection of footy videos!
A full Newcastle United football strip!
A copy of Kevin Keegan's Player Manager on SNES!

SECOND PRIZE

A Newcastle United signed football!
A full Newcastle United football strip!
A copy of Kevin Keegan's Player Manager on SNES!

And 10 runners-up win a copy of the game on SNES!

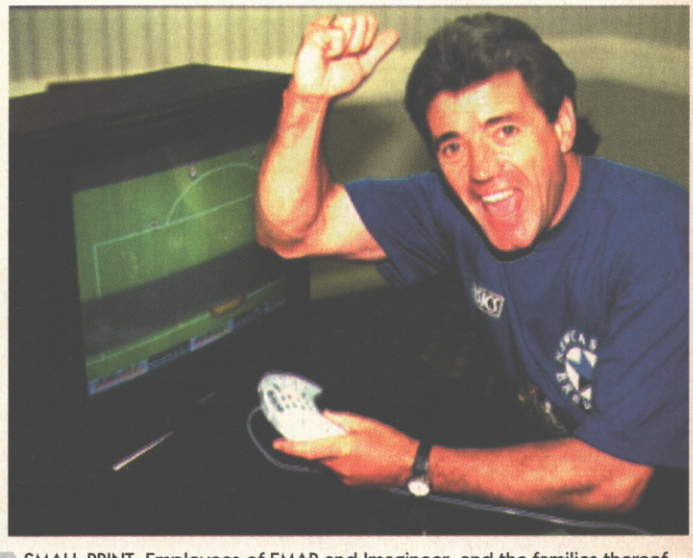
Not the worst prizes in the world, eh? So what do you have to do to win?



Just answer the following oh-so simple question – well, simple if you know anything about football, that is:

Q: WHAT WAS THE SCORE IN THE NEWCASTLE VS WIMBLEDON LEAGUE GAME PLAYED OCTOBER 30 1993?

KEVIN KEEGAN'S PLAYER Manager



If you think you know the answer, write it down on a postcard or the back of a sealed down envelope, add your name and address and post it to:

TOON ARMY! TOON ARMY! CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

If you want to be in with a chance of winning, we must receive your entries by 14 February 1994, otherwise you'll find yourself languishing in the Diadora League of competition entrants.

SMALL PRINT: Employees of EMAP and Imagineer, and the families thereof, are not allowed to enter. The editor's decision is final, and no correspondence shall be entered into.

Out Now. Contact Mindscape (0444 246333) for information.

Fury of the Furries

Small, furious and rather furry, the Tinies score in a stonking puzzle'em-up from those Mindscape people

Anyone who's played computer games for a while has probably come across a game written by our French chums. It may be a generalisation but the one thing you tend to notice is that whoever programs them must be completely mad, because the games are bizarre to say the least.

What about this one though?

Fury of the Furies is completely mad too. The plot is well, two biscuits short of a packet really, and from what I can manage to gather from the manual and the intro, it goes something like this. Some space travelling Tinies (wee balls of fluff) have returned to their home planet to find everything not as it should be. A nasty character has used a transformation ray to alter all the other Tinies into killer zombies.

The plot thickens

What's worse, the king's been kidnapped and he's the only one with the special powers that are needed to return his subjects to normal. Guess who you've got to rescue then? The game plays like Lemmings with the speed of Sonic (on an A1200 anyway). You've got to guide four of the Tinies, each with their own different skills, across numerous puzzle-infested platforms to the exit. All the usual puzzle-type things are here, falling blocks, spikes, pits, that type of thing. It's great basically. ●

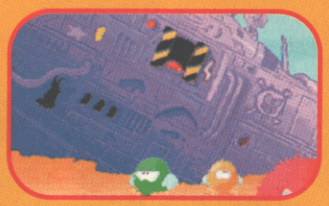
VERDICT

To be honest I'm not the greatest fan of these puzzle-type action games. The last one that managed to shake up my grey matter was Lemmings, but Fury has affected me in a similar way. It's clearly based on the Psygnosis classic, though rather than being some cheap rip-off it boasts loads of brilliantly original ideas. Greenie especially is one of the most controllable characters ever, although the whole game handles perfectly. It does get hard very quickly however, so be warned – oh, and it crawls on an A500.

RIK SKEWS

THE TALE OF THE TINIES

A short but sweet animated intro tells of the King's kidnap by the evil zombie Tinies. The French – they're a bit strange aren't they?!



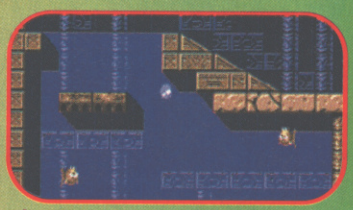
Yes, Trekkies out there, they do look like Tribbles, don't they?

And much like Tribbles they like to be out in space.

King Tinie looks in serious bother here though...

Looks like it's a job for James Tinie Kirk and his crew.

Like my goodself Red likes a pie or two but as there's no shop about he has to munch whatever's around – in this case bricks!



Blue can swim underwater, hence why they called him blue.

Greenie's my fave. He's got a grappling hook that can be fired in mid-air, this means you can complete a level without him even touching the ground!

Yellow's special ability is a fire weapon. The longer the firebutton is held down the more powerful the blast becomes.

Wolfenstein 3D

A MASTERPIECE IN SEARCH AND DESTROY.

"TECHNICALLY IT SPITS OVER THE 3D SECTIONS OF JURASSIC PARK"
Deniz Ahmet
Computer + Video Games-Dec 93

"ITS A BIG GAME AND A SOLID CONVERSION OF THE PC"
Deniz Ahmet
Computer + Video Games-Dec 93

"OOZES ATMOSPHERE AND LOTS OF BLOOD"
Chris Buxton-
TOTAL MAGAZINE-
Jan 94

Copyright 1993 Imagineer Co., Ltd. Published by Imagineer Co., Ltd. under licence from Id Software.
ILLUSTRATION YOSHIAKI KASHIWAZAKI

imagineer

SUPER NINTENDO ENTERTAINMENT SYSTEM™

id SOFTWARE

DISTRIBUTED IN THE UK BY IMAGINEER (UK) LTD. P.O. Box 1982, SLOUGH SL1 6DQ TEL: 0753 671 686 FAX: 0753 671682

REVIEW

SNES | by OCEAN | £TBA

Out March. Contact Ocean (061-832 6633) for information.

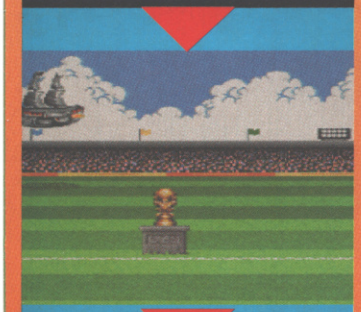
SOCCER KID

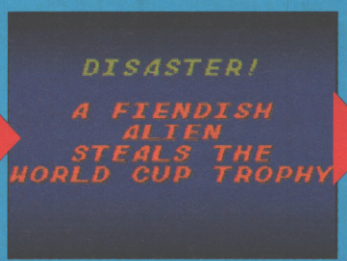
A conversion from the Amiga original, Soccer Kid combines two of the most popular game formats – footy and platform – into one inspired cart.

The freezing forest in Russia. The sledders and wolves can be a right pain so try to keep out of their way by climbing the tall trees.

WELL, BRIAN

A fetching animated intro sequence spells out the plot to you. The graphics here are particularly scrumptious.





Picture the scene. It's 1994 we're in the States and it's the World Cup Final (without England of course). There's a capacity crowd waiting for the match to begin and around the world millions are watching their TVs to see the two top international teams (not England of course) battle it out.

Cup that!

Up in outer space the alien pirate ship 'Scab' is scanning the area for a trophy of great importance to add to its already impressive collection. And the World Cup's number one on its shopping list. So it shoots down and nicks it. But hey, just to prove that crime doesn't pay kids, no sooner has the ship climbed back into space when it's hit by an asteroid. The cup survives but it's been broken into five pieces, each scattered on a different part of the globe. Only one person is dedicated enough to collect and piece together the World Cup. Surprisingly enough that person is Soccer Kid.

Cup this!

Hmm, I hear you all thinking. Is this going to be yet another smelly football game or perhaps a cheesy old platform affair? Well rest easy cynical readers 'cos although Soccer Kid is

Farmer Giles hates kids and footballs so avoid him OK?

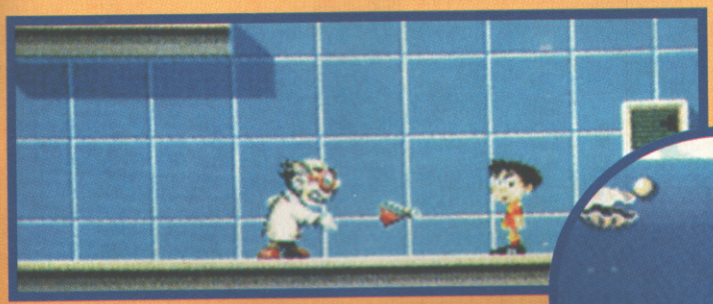
VERDICT

I love footy and I'm a big platform fan so just the idea of Ocean's latest excited me. Thankfully the game has been implemented as well as the idea, although the graphics and sound have clearly been ported across from the Amiga original which is disappointing. Where are all those lovely console effects demanded nowadays? Still, the game's a blast with heaps of variety and a long lasting challenge. Control of the ball can be fiddly at first but once mastered you won't put this down until it's complete.

RIK SKEWS

The first zone in England is Home Town. The idiot you can see is a builder called Derek.

Kick the ball at the baddies to do 'em. Great fun but it can take a while to master.



Inside the factory level. Trying to avoid the fireballs and sparks is hard enough, but wait until you meet the mad professor.

both platform and footy based it's been implemented superbly and contains a host of great features.

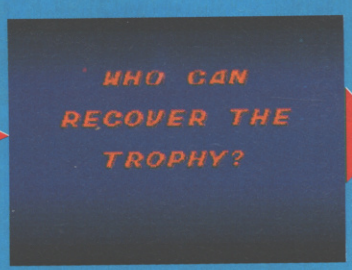
The most obvious is the way Soccer Kid is controlled. None of this jump on their head business or blast the baddies with obscenely large power-ups, no siree! Soccer Kid solves puzzles and kills baddies by blatting them with his football. Clever stuff huh? There's all the regular features in the game too like restart points and power-ups. These are generally found in chests and can be grabbed by kicking the chest with the ball until it explodes. Eleven cards need to be found on each level then a special bonus room can be entered where Soccer Kid attempts to get a piece of the cup. Just make sure you complete the game so England can win the World Cup in 1998 OK?!

Land of hope and glory etc. This is London, the last zone in the England level.

VERDICT

It's got football in it so I'm bound to like it right? Well yes, but Soccer Kid has more than enough redeeming features to soften my hardened and cynical exterior. Admittedly the graphics and sonics have obviously been ripped from the Amiga version but the gameplay is what gives it an edge. Having a football to control sets it apart from countless other platformers on console and once you've mastered the control system you won't want to stop playing. Nice one Ocean, let's 'ave another one.

PAUL RAND



Japan is full of deep water which Soccer Kid hates so keep him away from it.

SNES

PROS: Neat idea, large challenge and very playable.

CONS: Ball control can be dodgy at times and the game's pretty tough.

GRAPHICS	Much the same as the Amiga version. No thrills but pleasant enough.	81%
SOUND	Appalling music and some uninspired FX.	63%
GAMEPLAY	Frustrating at first, but long term play is rewarding.	86%
VALUE	Should keep you amused well into the new year.	84%

MISS OK HIT!

87

REVIEW

CD-i ▶ by PHILIPS ▶ £39.99

Out now. Contact Philips (071-222 0833) for information.

When the cursor is over a room one of three options may be available to you. The eye means there's some action to view, the ear means there's something to listen to and the magnifying glass means there's something to examine in more detail.

Here's a scene from the game's introduction. The in-game graphics are equally mindblowing.

The TV can be viewed to glean more background information on Hawke. The full motion video is particularly effective here as the small screen view allows everything to be played that much faster.

VOYEUR

Aye, aye! Nudge nudge, wink wink! It's peeping Tom time in an interactive CD game that is actually rather good

Megalomaniac alert! Reed Hawke, big cheese at Hawke Industries has decided to run for the presidency of the US. He's gathered his family together for the weekend to prepare them for the announcement of his candidacy.

Murder most horrid

Hawke is unaware, however, that certain members of his family do not want him to become president and one of them is prepared to reveal a dark family secret that will destroy him. Being the ruthless type, Hawke will do whatever it takes (yep, including murder) to be sure of his family's silence.

Once you've gathered enough evidence to convict Hawke call the police quickly.

CD goings on

CDs of course have whopping amounts of storage space, and in Voyeur the programmers have utilised this and added to the game no end, as a different member of the family tries to betray Hawke each time the game is played, which means that it should take a good deal of time to see all the plot twists and dirty deeds.

The Voyeur manual goes to great lengths to explain it's an adult game and Philips has provided a lockout feature (see the 'Enter the Code' picture caption). Unless you're very young however, little of the action will surprise or offend you, but some of the language later in the game is

A typical scene you can expect to see after zooming in on a window. The characters are arguing yet again!

VERDICT

Allo, allo what's going on 'ere then?! The only titillating thing you'll find in Voyeur (unless you're very sad) is a solid adventure game that should keep you enthralled for ages. The 'graphics' (if you can call them that) and sound are stunning - this really is like watching a movie. Luckily the interaction and gameplay have been remembered too - I panicked big time when I handed the tape over to the wrong person and saw Hawke look right at me! Up there with Liberation as the best CD game so far.

RIK SKEWS

VERDICT

Voyeur is enjoyable visually, because by using full motion video the characters are convincingly merged into an artificial graphics domain. Speech is accurately synchronised to lip movement and this attention to detail is a major appeal of the game. Now you'd expect me to go on to say that the gameplay stinks. Wrong. This is a very playable detective-type game with you spying on adjacent flats to gather clues and solve a case. And because of the huge CD storage space it's different each time you play too.

DENIZ AHMET

pretty strong. So if you think your parents will disapprove, then stay away from the game!

Time out

Time plays a critical factor in gameplay. You only have the weekend (which ends 10:30pm on Sunday) to observe clues and take action before Reed Hawke holds his press conference on Monday morning.

It's up to you to either prove that Reed Hawke has committed murder by giving the police a call when you've gathered enough videotape evidence, or to save the family member in jeopardy by sending them the evidence so they can escape and inform the police.

Just make sure the evidence is sufficient, otherwise the police won't thank you for wasting their time; or even worse, if you send the tape to one of the family who's been bought off by Hawke, then you could soon be wading through the river with concrete slippers!

You can also send your evidence to other characters. Make sure you choose carefully though...

...because if Reed gets hold of the tape you can expect a fatal visit from Chantal.

Voyeur has a security code, which can be changed, to stop younger people from viewing the 'naughty' bits. Better watch 'Busty Belinda' upstairs then!

There's plenty of rooms to examine and the action varies from game to game so it should take a while to see everything available.

If you can spare the time, stay a while when you've zoomed in on something because other items are often revealed just as you were thinking of leaving.

CD-i

Pros: Graphics, sound. It really is an interactive movie.

Cons: Sooner or later scenes will start to repeat.

GRAPHICS — Crisp and beautifully clear FMV with gorgeous backgrounds. **93%**

SOUND — Crackle free speech and realistic FX all backed with atmospheric CD soundtracks. **97%**

GAMEPLAY — Long lasting challenge, but repetitive, and it does have its frustrating moments. **88%**

VALUE — The best CD-i game to be released so far. More of the same please. **90%**

MISS OK **HIT!**

87

REVIEW

MEGA DRIVE | by ACCOLADE | £19.99

Out now. Contact Accolade (081-877 0880) for information.

WINTER CHALLENGE

Accolade has re-released Winter Challenge, (an old chart topper) but can it melt away the Olympic competition from US Gold?

This is an old game that Accolade has released on budget to go head-to-head with US Gold's Winter Olympics. While it's not the official licence, the game still manages to pack in eight snow bound events.

Now it would be a surprise if a sports game didn't have a training mode, so no surprises here. I'd say this is a crucial element because this game's a bit too harsh in its control system. There's a slight pause while your character responds to your movements so you have to compensate by thinking ahead.

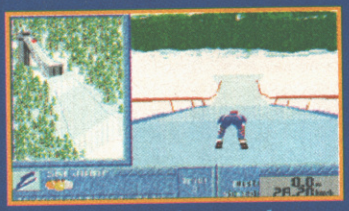
Break a leg

Having sharpened your reflexes and tactics, the tournament options provide the actual challenge. You need 10 competitors to start off a tournament and this involves creating your own challengers with options on nationality, stamina, speed, experience and so forth. If you can't be bothered with all that the computer will randomly create the troop. Unfortunately, the computer tends to create nothing but experts, so be warned.

Each event comes with a map which tracks your movements and this is more practical on some events than others. On the bobsled event for example, it's essential because it allows you to get into position for the next bend.

Other little touches like a replay mode, and password round off a decent package

Winter Challenge gives you eight events Not much variety.



The downhill is the most fun event, but it can be slow.

There are only left turns here. So stay on the outside.

All you do here is press a button when the cursor is on the black dot.

These are the opponents you face, but you can even make your own if these look nasty.

The giant slalom can take a while to master.

The bobsled needs a careful hand. Try not to over steer it.

VERDICT

It's an oldish game, and that unfortunately shows in its programming. The graphics are a bit bland, the music and sounds are out of place, and the scrolling can be jerky on some of the events. Even so, this is still playable for what it is, and no worse than US Gold's Winter Olympics where gameplay is concerned. So considering that this is being released on budget, there really isn't a decent alternative at this price. The main problem really is a lack of a two-player mode and smallish play area.

DENIZ AHMET

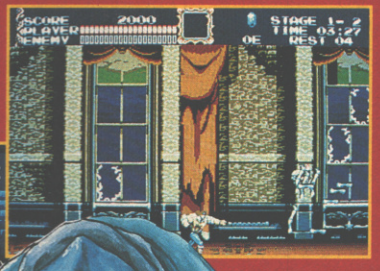
SEGA

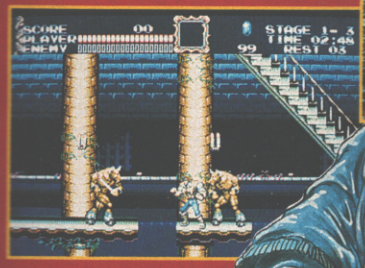
MEGA DRIVE

A spine tingling, blood curdling 6 level living nightmare from hell.

Castlevania®

The New Generation





As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

REVIEW | MEGA DRIVE | by KONAMI | £44.99

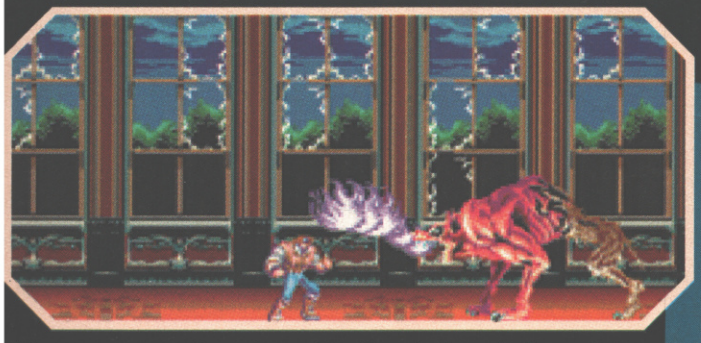
Out February. Contact Konami (081-429 2446) for information.

Castlevania

Count Dracula is threatening to get on your nerves, especially the ones in your neck. This is the first Castlevania title for the Mega Drive so will it have the same success as it did on the SNES?

Blasting the statue's head will make it crumble and fall off. This uses sprite rotation which is quite a rare thing to see on the Mega Drive.

There are strange monsters hiding in the trees which lunge out unexpectedly. Special weapons are the most effective on these.



This monster growls and smashes the windows before spitting flames. Just stay at the far end and fling your special weapon.

This plots your progress detailing the next point of call. No interaction here I'm afraid though.

Elizabeth Bartley is a fairly innocent name, not one you'd associate with vampires. It transpires however, that she is a vampire, and is intent on resurrecting the evil Count Dracula.

Vamp

To prevent Drac being reborn you can play as either Johnny Morris or Eric Lecarde, both of whom are descendants of the vampire-hunting Belmont family. Different weapons come with each, but Eric's lance is far more destructive than Johnny's whip. Eric's lance is ridiculously large and so has the advantage of being able to dispose of opponents before they can get too close. Johnny however, is in the unfortunate position of not being able to attack upwards diagonally, which forces him to jump around a lot.

John Morris has a whip for his standard weapon. Good for close-range combat.

Eric Lecarde is our favourite. His lance is huge and he can spin it to form a kind of shield.

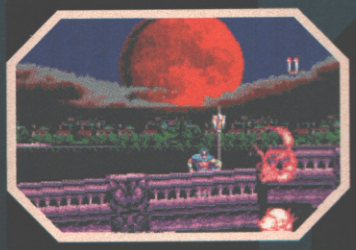
VERDICT

As a fan of the SNES original, I find this Mega Drive version dull in comparison. The graphics are bad, and it lacks the attack manoeuvrability of the SNES. What most players will find however, is that it's just too easy. There are some nice effects however, especially the sprite rotation, which is a difficult thing for a Mega Drive to do. You also get some very nice bosses to contend with, such as the spectacular multi-part clockwork monster on level four. Even so, it's fun while it lasts, if a little lacking in substance.

DENIZ AHMET

Bring a camera

The quest lasts for six levels over various countries and you by-pass some famous landmarks along the way, such as the Leaning Tower of Pisa. Throughout the journey there are many wall-mounted ornaments, which often conceal more than just extra points, usually they contain additional weapons, which come in handy though you can only use them for a limited period. These can be anything from huge axe heads to bottles of lethal potions.



As you progress the scenery frequently crumbles away under you. Try to learn where this happens. A wobbly screen is a good indication.

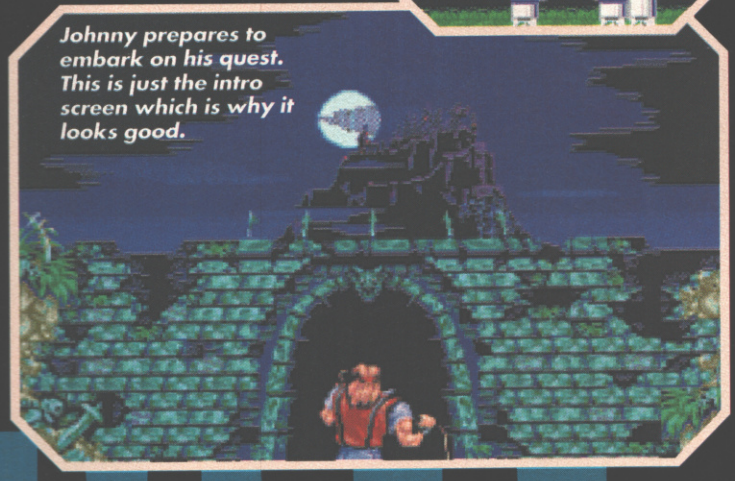
Are you startin'?

As you progress the opponents do get more aggressive, so your early attack strategies need to change progressively. Some start to give chase while others camouflage themselves against the backdrops springing on you unexpectedly (and annoyingly). It's just a shame that you can kill most of them so easily.

The other thing which starts to happen as you progress is that platforms and major bits of scenery start crumbling, sliding, and rotating beneath your feet which causes some problems if you mess up, because the clock is continuously ticking away.

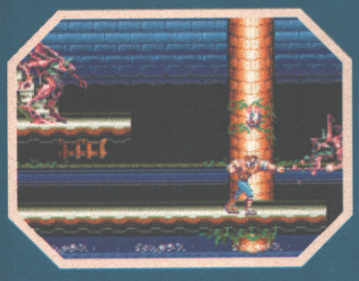
You've probably gathered by now that there are quite a few extra surprises lurking in Castlevania, and it's this added element that makes you want to play what is otherwise a standard platformer.

While in Paris some monsters like to get crafty and attack from the air. Eric can deal with them fairly swiftly, but Johnny struggles with his naff whip.



Johnny prepares to embark on his quest. This is just the intro screen which is why it looks good.

Inside the house hit the candles for points and special weapons – if you're lucky.



Encounters with water make nasty fish-like creatures appear which proceed to spit water at you. They are fast and you're not, basically.

VERDICT

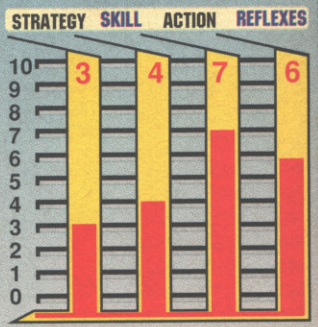
Castlevania is a playable and atmospheric slash-'em-up, and you'll probably stick with it for a while, simply because it continuously offers up strange visual treats and a suspense-filled scrolling scenery. Of the two characters, Eric is much better than Johnny, so you'll always find yourself selecting the former and his lance, though enemy hits always seem to send you flying. Castlevania is well designed but unfortunately, it's easy to get through and without a two-player mode there's little to return to.

PAUL RAND

MEGA DRIVE

PROS: Very playable and atmospheric, plus plenty of surprise to spur you on.
CONS: Poor graphics and no long term appeal.

GRAPHICS	Some stages look good, some look dreadful. Special effects are pretty decent.	76%
SOUND	Nice atmospheric tunes and plenty of them. Chilling sound effects too.	85%
GAMEPLAY	Lots of mindless action and a true arcade adventure feel to it. It's too easy though.	81%
VALUE	There's a lot to see and battle, yet it isn't going to last long for your money.	79%



MISS OK HIT!

83

REVIEW

MEGA DRIVE | by SEGA | £TBA

Out January. Contact Sega (071-373 3000) for information.

THE CAST

Each Eternal Champions contestant is unique in abilities and character. Here's a run down on each including their special moves. But remember there are secret special moves which we couldn't possibly comment on:

MIDKNIGHT

Bio-scientist, Mitchell Knight, fell foul of his own concoctions and turned into a vampire. Refusing to feed on human blood he rotted and snuffed it.

SPECIAL MOVES:

LIFE DRAIN: Midknight grabs his opponent's head when at close range draining about 17% of their energy. MIST ATTACK Transforming himself into an invincible gaseous mist, Midknight usually attacks his enemy from above.

SLASH

As an exceptional Neanderthal, Slash was killed by his people when he suggested something radical like inventing the wheel.

SPECIAL MOVES

BATTER-UP CLUB SWING: A vicious uppercut swipe with a chunk of wood. SPINAL CRUSH: Slash crushes his opponents' backbones by vaulting on their heads with his club.

The bigger they are the harder they fall as Blade discovers.

Midknight partakes in a whirlwind romance... with death!

ETERNAL CHAMPIONS

Check out the game that could knock the mother of all beat-'em-ups off the top spot...

Slash 'n' Larcen practice their new Madness routines.

The balance between good and evil is precarious, and with the number of politicians ever on the increase, evil is usually tipping the scales in Satan's favour. For centuries the Eternal Champion, a wise old chap with the collective spiritual force of all warriors ever, has been keeping an eye on the situation but now it's got out of control.

His solution is to find a champion from one of nine warriors. The main thing they have in common is they were all tragically killed at crucial moments in time.

Resurrection

Now the Eternal Champion has resurrected them to fight among themselves so a winner can emerge.

Like Streetfighter II, you can choose a variety of fighters who all have their own strengths, weaknesses

SHADOW

Former ninja assassin, Shadow got religion and quit killing, but her bosses disposed of her via a 101 storey window, instead of with a P45.

SPECIAL MOVES:

SHADOW MODE: Pressing X, Y and Z causes Shadow to melt into her namesake. Moving as a living shadow, Yamoto is invincible for five seconds. TWIRLING FAN ATTACK: This begins with a deadly kick and ends with a lashing blow from her Ninja fan.

RAX

An ex-kickboxer, RAX implanted cybernatic body parts in order to compete in their fights. Unfortunately his agent shut down his vital signs just as he was about to take the world championship.

SPECIAL MOVES

JET KNEE SMASH: Ankle-rockets boost RAX across the screen at great speed, driving his opponent into the wall. OVERLOAD: By focusing all his power in one fist or foot, RAX delivers a mega-powerful charging punch or kick at his enemy.

BLADE

A bounty hunter sent to deal with a rogue scientist who'd developed a virus capable of wasting the world! Sadly, Blade's bust went sour and the vial containing the plague was broken.

SPECIAL MOVES

TRACKING BLADE: A rocket-controlled saw blade homes in on the enemy and explodes after digging into their flesh. POWER DRAIN: Blade launches his Power Probe from his wrist into his opponent's forehead. Not great on the damage stakes, though.

LARCEN TYLER

A cat burglar who was framed by his boss. Larcen finds the parcel he's carrying is not the false evidence that helped frame him, but in fact a bomb aimed at the chief of police, but it blowsLarcen's head off instead.

SPECIAL MOVES

CEILING DROP: Using his hand and foot climbing spikes, Larcen crawls across the top of the screen then drops his foe. SWINGING HAMMER FISTS: This dazes and confuses opponents, as well as inflicting severe damage if unblocked.

VERDICT

I am sick of Streetfighter clones, but Eternal Champions is an exception because it also happens to be damn good. All the presentational bits, like the Battle Room, are fab, the graphics are spot on — and ace sounds help create the perfect atmosphere. But what this has got where others fail is speed and rock hard difficulty settings, so you really need skill not just blind button-bashing. The combo potential is excellent as are the secret special moves which take ages to uncover. Maybe not quite a SF beater, but it comes close.

PAUL RAND

which you can batter to your heart's content; DEXTERITY SPHERE mode, a stream of metal balls fall from the ceiling at random speeds and angles which you must smash; the HOLOGRAM ROOM, projects a hologram of your chosen opponent into the room, and in a single round of combat you can work out the best strategies to deal with anyone who's giving you difficulties

Into battle

The BATTLE ROOM is a fab addition to any fighting game. Before entering, you choose an opponent and five hazards. These dangers range from landmines to flying buzzsaws. Now you have to fight the environment as well as another combatant which really keeps you on your toes. ●

Xavier and Midknight enjoy some alternative arm-wrestling.

You may be hard Larcen, but you can't beat the car, okay?

The mighty Shadow shows off her greatest assets.

and special moves. With a three or six-button pad, punch and special move your opponents one by one before the final confrontation with the Eternal Champ.

Before diving straight into the action, brush up your bashing skills in the practice rooms: TRAINING SPHERE, helps you get to grips with the controls – has a variable height sphere

VERDICT

And there I was, foolish chap that I am, believing that Streetfighter was the be-all-and-end-all in beat-'em-ups. Boy was I wrong! Eternal Champions has been eagerly anticipated, and now we've got our hands on it I can quite categorically holler 'Hurrah!' This is a game which looks great and plays as well – and it should do, considering it's packing 24Megs. Streetfighter beware – Eternal Champions could well nick your crown.

RIK SKEWS

TRIDENT

Created by the people of Atlantis, Trident is fighting the Romans for a share of the Earth's surface. Unfortunately, the Romans dropped a pillar on him, the war was lost and Atlantis disappeared.

SPECIAL MOVES

PLASMA BOLT: Trident has a number of moves which slow his opponents down or protect him. By combining these he can launch a plasma bolt at his foe.
LIQUID MODE: Turn into a human wave to avoid attacks.

XAVIER

While seeking the secret of alchemy, Xavier discovered a way to create limitless energy. Unfortunately his peers thought he was a warlock and burnt him at the stake.

SPECIAL MOVES

DRAGON TRAP: Xavier's magical staff snares his opponent in the cane and holds them for the ensuing attack.
IDENTITY CHANGE: Xavier can change his foe into another entity causing upmost confusion.

JETTA MAXX

A rebellious Russian circus acrobat, Jetta was killed off by terrorists as she strutted her stuff for the Emperor of China.

SPECIAL MOVES

FLYING CHOKE HOLD: Using her radio-controlled bracelets, Jetta hangs her opponents by the throat from long distances.
PHASE: By altering her body molecules, Jetta can double her speed.

MEGA DRIVE

PROS: Great graphics and sound combined with ace gameplay.

CONS: Do we really need another Streetfighter clone?

GRAPHICS — Big, bold and beautifully detailed sprites, which are all very different. **91%**

SOUND — The tunes and effects are good quality, although they could have been louder. **81%**

GAMEPLAY — It controls like a dream, it's really fast and has masses of special moves. **92%**

VALUE — Hard as rock and the two-player and Battle modes will keep you coming back for more. **92%**

MISS OK HIT!

92

REVIEW

SNES | by ENIX | £60

Out now on import. Contact Console Concepts (0782 712759) for info.

The shield is quite effective against most things, but it makes you vulnerable to attack from behind. Use it quickly..

ActRaiser summons one of his special weapons. In this instance it's the flame attack. While doing this you can't move so be careful.

ActRaiser 2

It's taken two years for this sequel to appear. ActRaiser 2 marks a return to the coin-op feel of classics like Super Castlevania IV

ActRaiser 2 is the sequel to a very popular Japanese cart which combined slash-'em-up action with strategy elements. This follow-up has dispersed with the strategy and settled on the routes of arcade action.

Above is a scene from the excellent intro. You'll meet this mother soon-ish!

Equinox

Like Sony's Equinox, the game is played over a huge map, allowing you to start from a number of destinations. Once you complete a few you get access to others, and so it goes. While the levels offer nothing distinctive in originality, there are some nice swirling background special effects and both mid and end-of-level guardians on some stages. ActRaiser himself has changed, sprouting wings and with them airborne skills. While in flight his ground based sword swipe becomes part of a deadly dive, slicing through all in its path. Yet the flying aspect is an intricate part of the gameplay too, often providing the only means to advance from one

This is one of the few stages which suffers from slow-down.

ActRaiser is nifty in the air. Good for passing dangers.

Despite its size, monsters like these are easy to kill with just a few chops, that's one of the problems with this game.

VERDICT

ActRaiser 2 does a fine job at pretending to be a coin-op. Pounding action and arty graphics make this challenge one that you've got to complete. Although the flying addition is fiddly, it soon becomes a real asset giving the game that edge of combat creativeness. Unfortunately, the special powers are never practical because you have to charge them up each time. There's also a fair bit of slow down, but nothing distracting. Fans of the original may not like the lack of strategic depth, but it hasn't disappointed me.

DENIZ AHMET

VERDICT

ActRaiser 2 has played it safe and dropped the strategy elements of the original for a pure arcade challenge. Luckily it's worked, offering an indulging game. It's very big and you can kick-off from different levels to create your own path, while being charmed by the moody graphics and dramatic soundtrack. There's a welcome blend of combat stages and relaxed platform romps, which equal variety, but I'm not convinced that the easy bosses add anything to the format other than decoration and tradition. Thumbs up overall.

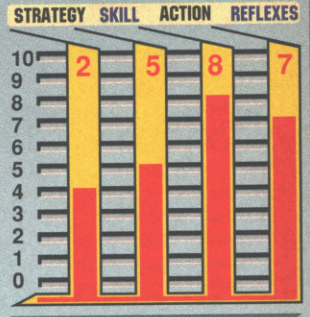
PAUL RAND

The ice-palace isn't very slippery, but there are surprises.

SNES

PROS: Solid Action game, and good sequel.
CONS: Some slowdown and annoying map system.

GRAPHICS	They're all very detailed, well animated and there's moody use of colour.	91%
SOUND	Sound effects are powerful and there's some nice dramatic compositions.	83%
GAMEPLAY	It's very unrelenting with straight action and platform levels.	84%
VALUE	It's on import so it's quite expensive, and quite easy too.	82%



MISS OK HIT!

86

Don't waste too much time blocking. Time's getting on.

flaky platform to the next or avoid ground based dangers.

Hell on Earth

As you progress a lot more of the action becomes earth bound and this dictates the use of ActRaiser's god-like powers. All of these take a couple of seconds to charge up so you immediately have a vulnerability problem in tight situations. Beyond this, the exact special power which is released depends on the direction you are facing, with flames for side directions, bouncing bolts for above, an energy field for down, and an electrical discharge if in flight.

Use those special powers

Certain levels will let you get away with using your special powers more than others, this adds tho the variety of the game. Some stages like the battle-field are heavily action-based, while others are more of an assault course. As you go through the game this gives the game a disjointed feel, but ultimately there's always the element of surprise which feeds any pure arcade quest. Nice.

THE FORCE IS WITH YOU

ActRaiser has his four special moves in addition to his flying skills. These have to be charged up each time by holding down jump and attack buttons for a few seconds, and have different powers for different directions. Here's what you can expect...

Facing left or right.

Facing up.

Facing Down.

In flight.

Bending down is a sign to the opposition that ActRaiser is about to summon a special weapon.

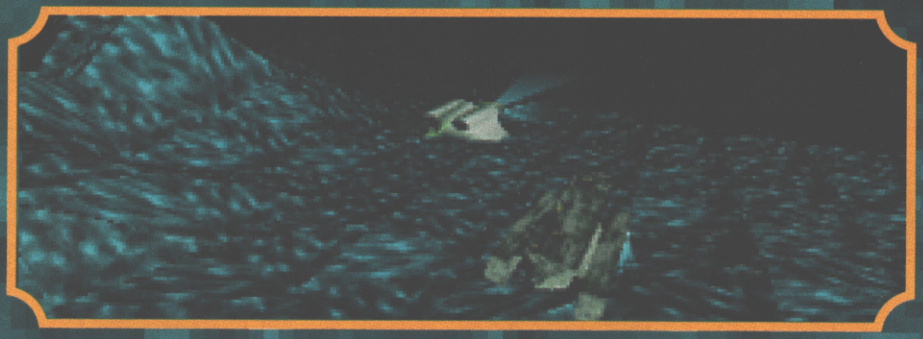
This is a map of ActRaiser's world. You select where to go.

REVIEW

PC | by MICROPROSE | £44.99

Out now. Contact MicroProse (0454) 326532 for information.

Deep below the ocean, huge corporations fight for mining rights. We're in the year 2050 and there's a SubWar going down...



Subwar boasts a number of nifty external or outside views including chase-plane, fly-past and tactical views.

SUBWAR 2050

The attention to detail in Subwar is amazing. Texture-mapping, Gouraud-shading, even bubbles rise off the hull when you turn.

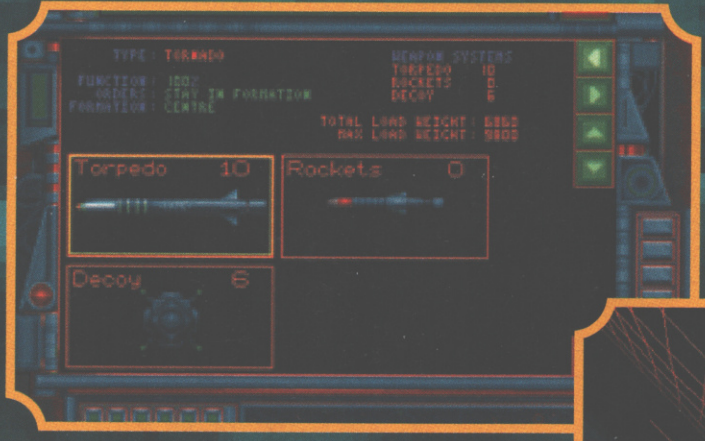
Submarine sims don't have a reputation for being the most exciting games in the world. They usually involve sitting at the bottom of the ocean, a few echoing sonar pings and a lot of complicated torpedo angles. Doesn't exactly fire the imagination does it? But it doesn't have to be this way, because MicroProse has just released Subwar 2050, a submarine combat simulator that boasts excitement, action and lots of portholes.

As a freelance sub pilot you are based aboard a huge mothership like this one crawling along in the distance.

The thermal grids are important tactically. A green grid indicates colder water while a red indicates a warmer layer.

20,000 leagues under the sea

Have you seen that SeaQuest DSV show on Sundays? The one with Roy Scheider and a talking Dolphin? Well SubWar looks and feels a bit like this. The year is 2050 and as mineral resources become scarce, the huge mining corporations have started to scour the ocean floor for riches. Nothing will stop them from getting what they want. If another corporation gets in the way, war breaks out and fighter subs duel to the



The arming screen allows you to, er, arm your sub. Torpedoes are homing and lock on to their target while the rockets are dumb-fire and travel straight and true in the direction that you fired them. Decoys? I think they speak for themselves.

Underwater battles are a big feature of Subwar. Well, you've got to have something to do between waypoints

SOME SOUND ADVICE

Success in Subwar is all about trying to be as quiet as you possibly can. You see the faster you go and the more violent and exaggerated your twists and turns, the more noise you make and the more visible you become to sonar. So it's often better to sit and wait than to go charging 'loudly' into battle. If the enemy see you before you see them, the chances are you'll probably be dead within minutes, your expensive sub ending up as expensive scrap metal on the ocean floor.

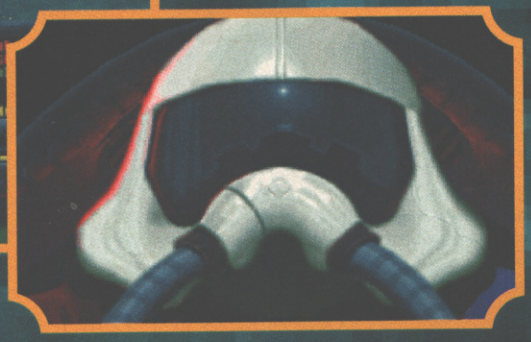
VERDICT

At last a submarine sim that isn't boring. Subwar 2050 has rekindled my enthusiasm for underwater conflict. It looks simply superb and there is really nothing like it around. Strange this, since Subwar itself is such a simple concept: take a bit of Wing Commander, a bit of flight sim and dunk them all in the ocean. Eh voilà, Subwar 2050. It isn't an easy game by any means, but once you get the hang of the laws of the ocean (thermals, sonar etc) you're rewarded with some engaging gameplay. I love it.

PAUL RAND

USING YOUR THERMALS

Thermal layers (represented on the screen by red and green grids) are the boundaries between sunlight-heated surface water and the cooler deep water. This isn't just interesting science, though, because it makes for interesting gameplay since sonar cannot penetrate a thermal layer. So, if you position your sub so that there is one of these layers between you and the enemy, neither sub can see the other. Thermals are also useful for dodging homing torpedoes. Simply nip into cooler water and the torps on-board sonar radar is confused and will lose the lock. Good use of the thermals could very well save your life. No kidding.



The sea isn't completely empty either, there is some life swimming around like whales, squid and sharks.

death beneath the murky ocean waves. So where do you come in? Well you are a freelance submarine pilot, hired by one of the big corporations to do its industrial dirty work like destroying mining vehicles, contaminating fish stocks and dramatically rescuing stranded scientists. In fact, SubWar 2050 is almost like a flight sim under the sea, with a variety of offensive and defensive missions spread over four increasingly difficult campaigns.

Davy Jones

But it's the look and feel of SubWar that sets it apart from the usual combat sim. The underwater sequences

are brilliant, with a wealth of outside views. Your sub almost oozes through the dark water, spotlights bright in the gloom. Bubbles boil off the texture-mapped hull, while the sea ebbs and flows above you. It's glorious stuff. Almost poetic.

Subwar takes a refreshing new look at the crusty old submarine game, adding a whole new dimension of action-adventure that, because of the very nature of a sub, has never been implemented before. So out go the periscopes, the ballast tanks and the depth charges, this time around the subs are more like fighter jets and what a tremendous difference it makes. At last a sub game with a bit of excitement. About time.

Submariners are very fashion conscious. Today's pilot is wearing an all-enclosing body suit and Gaultier oxygen tanks. It's a dangerous look, a look for the 2050s.

VERDICT

Subwar 2050 looks stunning with its muddy waters, texture-mapped subs and frantic gameplay. It's a welcome change from games like Silent Service and the forthcoming Aces of the Deep and SSN-21 Seawolf, hard-edged sub sims in the old tradition. Not so with Subwar, though, which reminds me more of Wing Commander than anything else I've seen. Sadly if you haven't got a fast 486 the graphics will only chug along, but if you have a monster machine you're in for a visual feast. Oh and the gameplay isn't bad either.

RIK SKEWS

PC

PROS: Deep gameplay and graphics to dive for.
CONS: You need a fast machine to appreciate it, and it's not an easy game to play.

GRAPHICS 90%
Texture-mapping, light-sourcing – and Gouraud shading is probably in there somewhere.

SOUND 80%
The only sounds are the thrum of your engines and the whoosh of the torpedoes.

GAMEPLAY 88%
Like a flight sim it's mission based. There's only four campaigns, but god they're hard.

VALUE 89%
It's a very difficult game and it's unlike any submarine game you've played before.

MISS OK **HIT!**

90

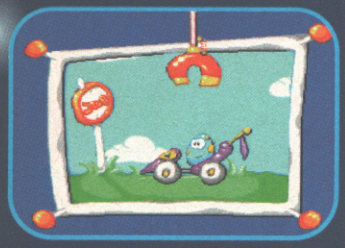
REVIEW

SNES | by MINDSCAPE | £44.99

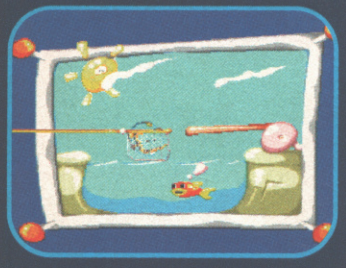
Out now. Contact Mindscape (0444 246333) for information.

No, I don't care how big that gun is, I refuse to make any more chicken jokes!

ALFRED CHICKEN



The intro shows Billy Egg and his brothers that need to be rescued after being kidnapped. Aren't they sweet?!



Mindscape is in top gear at the moment; as you can tell by the great games it's releasing: Liberation (last issue) and Genesia and Fury of the Furies (this issue – see contents). Another its recent releases is Alfred Chicken, a platformer converted on to the SNES from the Amiga original. But can Alfred cut it on console? Well, the verdict's later so first a quick gander at the plot.

Sometimes the snails go into defensive mode complete with spikes. One touch means instant death so stay away.

No yoke

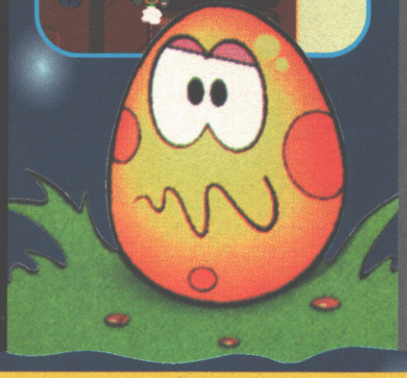
The evil Meka-chickens have eggnapped Billy Egg, his brothers and Floella to use in their evil cloning experiments. It's up to you as Alfred Chicken to rescue them. To do this you'll need to travel through 11 levels of platform related antics. There's numerous secret rooms to discover and other helpful items including an egg cup which rewards you with an extra life and a present which makes Alfred invincible for a short while.

The Meka chickens pop up at the end of some levels. They're armed, armoured and a right git to finish off.

Inflation

To complete a level Alfred must find and release all the balloons on each level. The last one takes him to Mr Pekles' space lab where he'll be awarded points and extras according to the bonuses collected. To earn extra points collect the diamonds as they're Floella's favourite. There's 60 on each level and if they're all collected an extra life is awarded.

Jump on the lifts to get around quicker and to reach otherwise out-of-bounds levels.



VERDICT

Alfred Chicken harks back to the 'old' days of computer games. The graphics are mediocre and the music and sound FX are particularly dreadful. What this game relies on, though, is gameplay, so bear with the dull presentation and an enjoyable platform game will shine through. My main gripe, other than the presentation is the length between restart points, they're too long. It's frustrating to be zapped back to the start of a level when it's nearly complete. An enjoyable enough game, but Mario won't lose any sleep.

RIK SKEWS

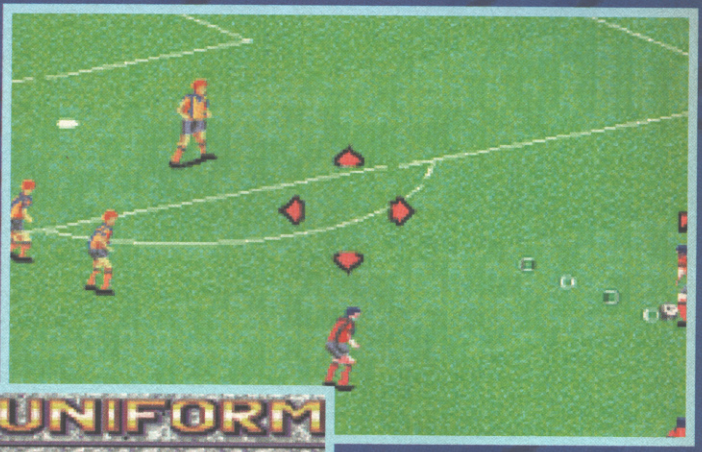
REVIEW

MEGA DRIVE | by ACCOLADE | £43 .99

Out January. Contact Accolade (081-877 0880) for information.

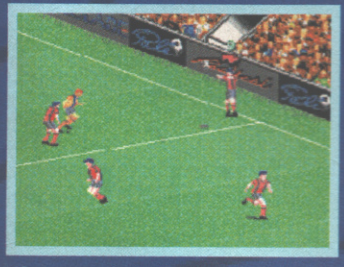
Pelé has actively been involved in designing HIS game. But can that make it any better than EA's stunning FIFA Soccer?

PELE!



When you get a free kick you can scroll the pitch freely with the cursors to see who's worth passing to.

Just one of the pointless options in Pelé. You can actually change the colour of your socks' stripes! Get real people.



The crowds in Pelé are crap compared to those in FIFA. These ones don't jump around or pick their noses, but they do try to sing footie songs with bad samples

The current trend in footie games seems to be that weird 35 degree viewpoint that was used in the likes of EA's FIFA Soccer. Pelé goes down exactly the same path, but doesn't handle the perspective nearly as well. Sure, you get all the options you could possibly want (and not) even down to changing the colour of the players' socks. But are such cosmetic options necessary in an 8Mb footie game? Clearly, there is very little attention given to the actual gameplay here – the controls are sluggish and basically feel wrong. While you get a nice complement of moves, they are difficult to activate and with the ball sticking to your feet, tackles are easily won.

Gooooal Lasso!

For a 'true-to-life' game Pelé is good in that it covers the sport well, giving you changeable weather, 40 league teams, selection of substitutes, player stamina and aggressiveness options for example.

The problem is however, that it tends to become terribly tedious before it becomes compelling and that is due partly to the naff controls, but more so because the different teams fail to have any noticeable character in their play. Pelé is a classic example of 'something missing' and it really does seem to be a poor use of the footballing hero's name.

Be careful when you go for a slide because bad timing could result in a foul.

The goalies have a mind of their own, but they are difficult to get past, whoever you play against.

VERDICT

In a world filled with Sensible Soccer and FIFA type games, there's no place for poor imitations at full price. It's all very well getting Pelé involved in the development of the game, but what does he know about computers eh? Sports simulations are about realistic gameplay. If they don't allow you to feel in control then they simply do not work. Pelé is an unfortunate example of this. The ball flickers terribly while dribbling, and there's even a noticeable pause when switching control of the ball from player to player. Not good.

DENIZ AHMET

PC | by INFOGRAMES | £44.99

Out now. Contact Infogrames (081-738 8199) for information.

ALONE IN THE DARK 2

Edward Carnby returns to fight the legions of dead. In a house full of pirates once again he's... alone in the dark

The original Alone in the Dark was an absolute classic. Influenced by the weird stories of Love craft's Cthulhu mythos, Alone in the Dark took the original notion of the graphic adventure and chucked it out of the window. With quick-drawing polygon graphics, quirky camera angles, an eerie soundtrack and an unparalleled sense of atmosphere, you found yourself trapped in a haunted house, plagued by the forces of darkness and dogged by unspeakable wickedness. All you had to do was escape...

Home alone

In Alone 2 Edward Carnby returns to do what he does best, namely sleuth and kill (but not necessarily in that order). It's 1921 and you have unearthed a terrible secret. A group of pirates have made a sinister pact with a voodoo priestess, promising to sacrifice a young girl every Christmas in return for extended life.

As if that wasn't bad enough, your detective buddy Ted Striker has disappeared while investigating the disappearance of a young girl called Grace. He was last seen entering 'Hell's Kitchen', an old Californian mansion perched dramatically on the edge of a clifftop. Lightning flashes, thunder booms and dirty clouds boil in the darkening sky. This is One-Eyed Jack's place and you've got to wander in, shoot everyone, save Grace and escape without a scratch. Hey, no problem right?

The eerie pirate mansion of One-Eyed Jack sits atop this rather tall cliff, and don't those clouds look spooky?

This is Grace, the girl you must rescue. Cute kid.

The pirates have made an evil pact with the voodoo priestess here. Beauty isn't her strong point.

DETAILS

The attention to detail in Alone 2 is stunning. Apart from the superb animation of the rough-edged polygon hero and the splendour of the static backdrops, the game is packed to the brim with detail. Drink grog and Carnby staggers around in a drunken haze with little control over his legs; watch the pirates shoot and reload, pump shotguns and change machine gun clips. They speak too. "Hey you," shout the guards in the maze, "Hi guy" intones the chef and the nastier pirates laugh evilly as they pump you full of lead.

VERDICT

I loved Alone in the Dark. I loved it so much that I would have wined it, dined it and married it without a moment's hesitation. Hence why I was, understandably, more than a little excited about Alone 2, and I must say I haven't been disappointed. The graphics are stunning and the atmosphere is still unequalled. One of the criticisms levelled at the original was that it was too easy, but you can't accuse Alone 2 of being a breeze. This game is so hard it's often unfair. One pirate is no problem but seven? All at once? Wow!

RIK SKEWS

VERDICT

The prequel to this was one of the best 3D games ever on the PC. This sequel is now THE best 3D game on the PC. It's faster, there's more happening on screen simultaneously, and the game is thankfully far harder. There is a lot more imagination in this compared to Alone 1, with better puzzles and more interaction. Those wonderful camera angles are still intact and they provide that classic 'Batman' movie-type feel with unconventional view points. In total, Alone 2 is a unique game which shouldn't be left alone.

DENIZ AHMET

Run out of bullets? Why not punch, kick or give your enemies a passionate Scottish kiss?

When the going get's tough

Wrong. These pirates are tough. In fact they're downright nasty and there's lots of them, wandering around armed with Tommy guns and dressed in sharp-looking gangster suits and wide brimmed fedoras. All you start with is a 38 Special handgun. What do they have? Machine-guns, pistols, shotguns, three shot accordions (?), meat cleavers, the works. You are one, they are many. Realistically you don't stand much of a chance. But you are the hero, driven on by moral decency and the desire for justice. It may be tough but it isn't impossible. Well, only slightly impossible.

The pirates have a thing about diamonds. Step on any other card and you die. Step on the diamond and hey, a secret passage.

Should you die in Alone 2 (which happens frequently) you get unceremoniously chucked off the cliff.

Like the original, Alone 2 keeps faith with the polygon graphics and weirdly placed camera angles that made it the smash success of 1992. The view seamlessly snaps and changes as you guide Carnby through the maze, into the mansion and to the tense finale on One-Eyed Jack's well-kept pirate ship. It's not all shooting and punching either, there are peculiar puzzles to solve and a veritable profusion of useful items to collect.

Alone in the Dark 2 is bigger, meaner and nastier than ever before. Get drunk on grog, dress up in a novelty Santa Claus outfit and headbutt your enemies. It's a hell of a lot of fun and unless you're an Alone in the Dark veteran, you won't have seen anything like it.

Not all of the bad guys are 'guys', if you see what I mean.

Edward can also push objects. Here pushing the anchor allows you access to the maze.

PC

PROS: Great atmosphere and a huge adventure, totally addictive.

CONS: A bit too similar to its predecessor.

GRAPHICS — Stunning use of polygon characters and strangely angled viewpoints. **93%**

SOUND — Eerie soundtrack which features digitised speech and echoing weapon sounds. **83%**

GAMEPLAY — You walk, you shoot, you punch, you solve puzzles. It's a graphic adventure with violence. **87%**

VALUE — Alone 2 is unbelievably difficult. It took me a day just to get into the maze at the start. **92%**

MISS OK HIT!

94

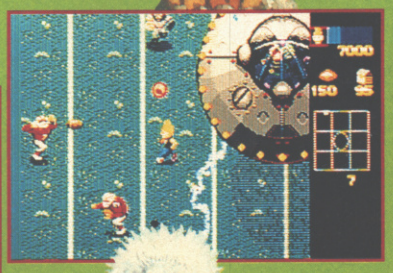
SEGA

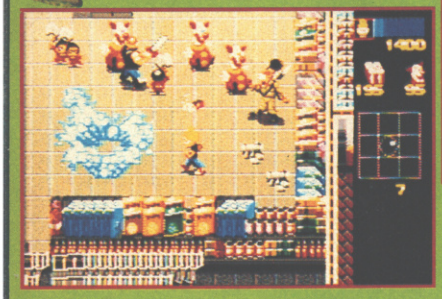
MEGA DRIVE

55 monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

ZOM





KO

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

BIES

94%

"One of the most inspiring new releases in years. You really, really have to buy this." NMS, October 1993

92%

"What a fab game. Big, beautiful and just great fun." Total! October 1993

91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."
Games Master, October 1993

ONAMI

KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

REVIEW

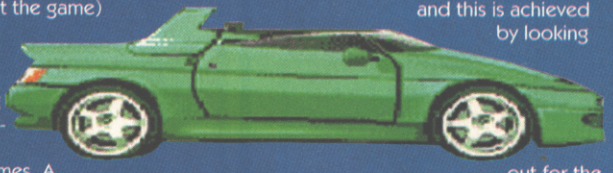
MEGA DRIVE | BY ELECTRONIC ARTS | £44.99

Out now. Contact Electronic Arts (0753 618382) for information.

LOTUS II RECS

Can it be true? A duff Mega Drive game from Electronic Arts? Some mistake surely?

You wouldn't believe how hard it is to fill this bit (you know, the bit that tells you about the game) when it comes down to reviewing either racing or footie games. A racing game's a racing game, and they all have much the same features right? Normally yes, but Lotus 2: RECS is slightly different to the rest as I'll explain later.

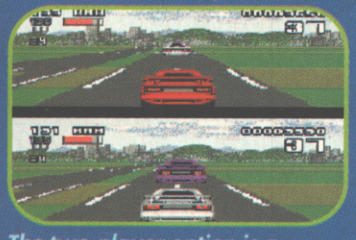


Beautifully equipped sir

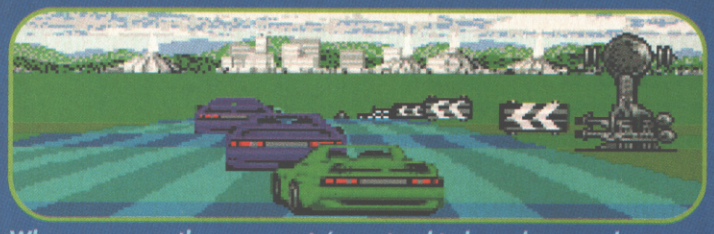
The main game offers all the standard features you'd expect to see in racing games. There's a one or two-player mode with the latter option being of the split-screen type. You can choose to play the 13 progressively difficult levels in timed mode where you have a set amount of time to complete the stages or in championship mode where you race Outrun-style with checkpoints. Points are awarded depending on your finishing position in each race and whoever gets most points at the end of the championship wins (surprisingly).

Nice little runner

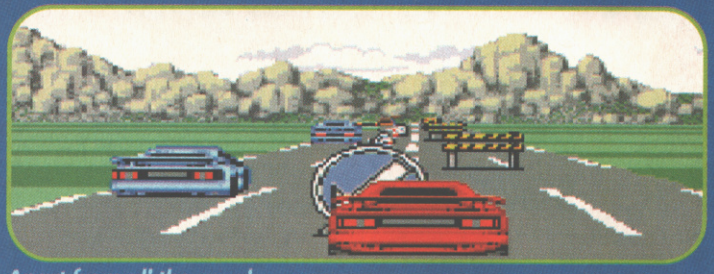
When playing the championship mode keep an eye on fuel consumption. Every so often you'll need to refuel and this is achieved by looking out for the PIT signs at the side of the track. Simply break as refuelling is automatic. That's yer lot. Seen it all before? Unfortunately yes, and better too.



The two-player option is a standard split-screen affair and is a heck of a lot more fun than the one-player game.



When you race, the opponents' cars tend to be only one colour, which doesn't exactly help the realism factor.

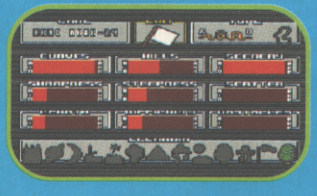


Apart from all the usual trackside things to crash into, not to mention the opposition cars, there's also all manner of road obstacles to avoid, such as the road signs that you see here.

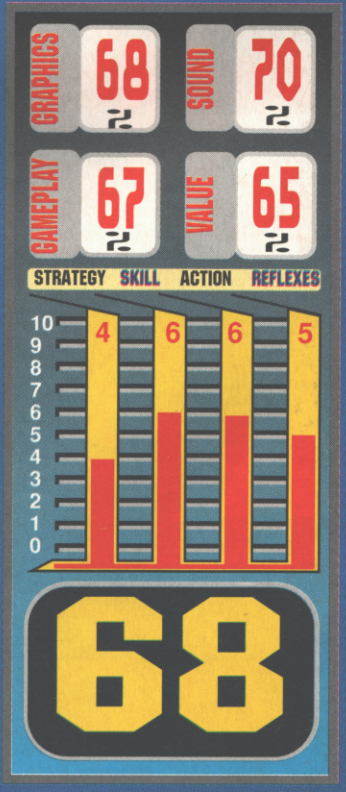
Select the in-game ditties with the car's CD player. However, if you hate in-game music you'll be grateful for the sound FX option.

There's a number of different weather conditions which affect the Lotus' road handling and these include rain, fog and as shown here snow.

RECS



The course constructor (RECS) enables the tracks to be altered by moving these sliders around. They control parameters like number of hills and how steep the roads are. The more red in the bar the more of that particular parameter has been selected. There are loads of possibilities which can be saved thanks to a nifty code feature.



VERDICT

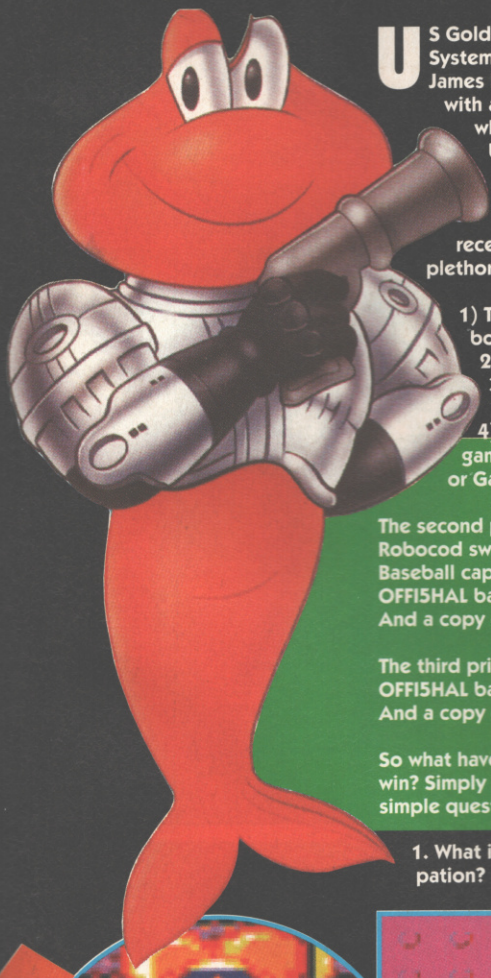
Lotus 2 shifts at a fair old pace, but that's not surprising considering the sparsity of roadside, on-track obstacles and the one colour opponent cars. I realise part of the licence was not to have any car damage, however this makes for an unrealistic and weird playing style with the car bouncing all over the shop. The RECS (the course constructor) is a great idea, but despite much tinkering most of the tracks I've created all handle the same. Leave this in the showroom and check out Domark's F1 instead (reviewed page 91).

RIK SKEWS

COMPETITION

U.S. GOLD®

WIN WITH US GOLD AND JAMES POND!



US Gold's fishy star of Master System and Game Gear, James Pond, returns to CVG with a dandy competition which will have you blowing bubbles of pleasure!

The lucky first prize winner will receive the following plethora of piscine prizes:

1) The new Robocod board game!
2) A Robocod sweatshirt!
3) A FISH baseball cap!
The OFFISHAL badge!
4) And a copy of the game on Master System or Game Gear!

The second prize winner gets:
Robocod sweatshirt!
Baseball cap
OFFISHAL badge!
And a copy of the game!

The third prize winner receives:
OFFISHAL badge!
And a copy of the game!

So what have you got to do to win? Simply answer the following simple questions!

1. What is James Pond's occupation?

a: Secret agent
b: Fireman
c: Plumber

2. Who is James Pond's arch enemy?

a: Dr Robotnik
b: Bowser
c: Dr Maybe

3. Which of the following special features pertains to Robocod?

a: Throws fireballs
b: Stretches his body
c: Runs very fast

There you go – too easy for words. Once you've got all the answers, write them down on a postcard or the back of a sealed-down envelope, add your name and address and post it to: OH MY COD! IT'S JAMES POND!, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please ensure your entries reach us by 14 February 1994, or else your chances of winning will sink into a watery nothingness.

SMALL PRINT: Employees of EMAP Images and US Gold and their families cannot enter. The editor's decision is final and no correspondence will be entered into. No, not even a little bit. And especially not phone calls.

REVIEW

SNES ▶ by VIRGIN ▶ £TBA

Out February. Contact Virgin (081-960 2255) for information.

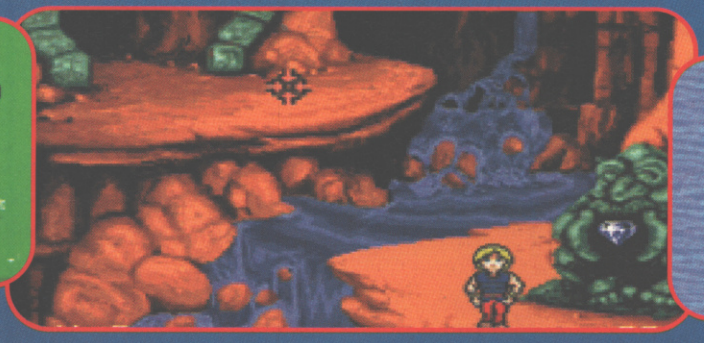
YOUNG MERLIN

Is Virgin's new fantasy adventure a magical treat or just an illusion?

From the makers of The Legend of Kyrandia, Virgin's Young Merlin unfolds a similar tale of magic and fantasy adventure and much as its name suggests, Young Merlin is about the adventures and exploits of the young magician as he learns his magic skills and spell casting. Behind this is a deeper plot which places Merlin in a land that is being destroyed by a nasty shadow king who desires the place as his own. With this at hand, you must perform a sequence of tasks which gradually allow you to progress en route to the King's cave and the final thrashing.

Our clean-shaven Merlin must find gems, and other magical objects which will only work at the right

The fairy tells you what to do. Each time you touch the lake it will do the same.



The water effect in this bit is superbly animated, but how will Young Merlin get across to the other side? Perhaps that blue gem has a role to play.

Merlin wanders by a cave and summons a mermaid in the process. She will help later on.

IT'S MAGIC

Throw any gems in to the stream to give Merlin a new spell.

Now that you've blasted the tree it's safe to collect the goods behind it.

This is the first couple of puzzles you'll find in the game. To begin with Merlin has thought bubbles which will tell you what to do. These disappear as the scrolling graphics reveal more complex puzzles.

The gem from behind the tree will give you a magic spell to get past these deadly plants.

VERDICT

Young Merlin's graphics are impressive for the Nintendo, and the sound and speech are atmospheric too. It's the gameplay that has been neglected though, as it tries to suit everyone but ends up pleasing no-one. Older players will feel patronised by its easiness and unsubtle clues, while younger players will be bored by its lack of action. It's not bad by any means and if you persevere a large challenge will present itself, but considering the pedigree of Westwood (Legend of Kyrandia – on PC) it's a disappointment.

RIK SKEWS

Inside the mine, Merlin can use a board to skate around on, providing he can find it first.

place and time to outwit the king's spells. The game's 10 lavish terrains are multi-scrolling and when they move no further this indicates that a puzzle needs to be solved. In this way, the game forces you to complete set puzzles before deeper exploration is permitted.

Kids play

The puzzles you encounter have a rather erratic difficulty curve, since the game starts off with Merlin displaying thought bubbles to show you what to do next, but these soon disappear and all you're left with is experimentation tactics. Most puzzles are logical, which is just as well as there are few clues. Unlike other adventures, you never really interact with other characters. There isn't the talk, use, take icons for example, which leaves you with the shallow tactic of stuffing your inventory with objects and trying them all out at each puzzle point in the game. You will be able to solve most puzzles quite logically though.

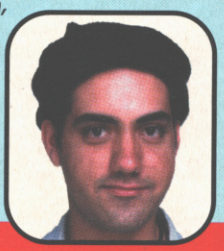
Young Merlin is clearly a beginner's adventure game, which is thankfully big enough to give it lastability and variety.

Young Merlin can use spells to blast the baddies, but a combination of a 'stun' spell and shooting prevents them hitting back.

One of Merlin's spells will elevate him momentarily to avoid enemy fire and ground dangers.

VERDICT

The clues in this adventure game are a bit too helpful to begin with; however, it soon becomes an action-heavy game with puzzles placed to form barriers between new lands. As such, you can only progress by doing the puzzles, and hey, that makes it an adventure. Young Merlin is a very playable challenge, and as a 16 Mb game it has plenty of lovely graphics as well as silly sounds to captivate your attention and reward your perseverance; that's its strength, and despite a lack of humour it does have an appeal.



DENIZ AHMET

SNES

PROS: Great graphics and lasting gameplay.

CONS: Older players will find it patronising and younger ones it lacking in action

GRAPHICS	Smooth, fluid and incredibly detailed backgrounds.	91%
SOUND	Silly, sassy sounds that evolve with the game.	80%
GAMEPLAY	Too easy to begin with and eventually becomes more difficult.	75%
VALUE	Has a wide appeal but may be too juvenile for some.	81%

82

Out now. Contact Virgin (081-960 2255) for information.

INDYCAR RACING

Could this be the best, the smartest and the sexiest motor racing game ever?

If you've been following the exploits of Nigel Mansell, then you'll be familiar with Penske Chevrolets, Newman-Haas, oval racetracks, mid-race refuelling and all the razzmatazz of the American IndyCar season.

Indiana

Now after a long wait, Papyrus and Virgin have brought all the piston-popping excitement of IndyCar to the PC. Yes now you can drive the coveted red five car, competing in single races or taking your place on the grid in a championship season. IndyCar Racing has almost everything and boasts the most comprehensive car set-up in any racing game to date. Change your tyre pressures, your wheel stagger even the fuel load and the suspension. You can spend hours setting up your car to be the most aerodynamic racing machine

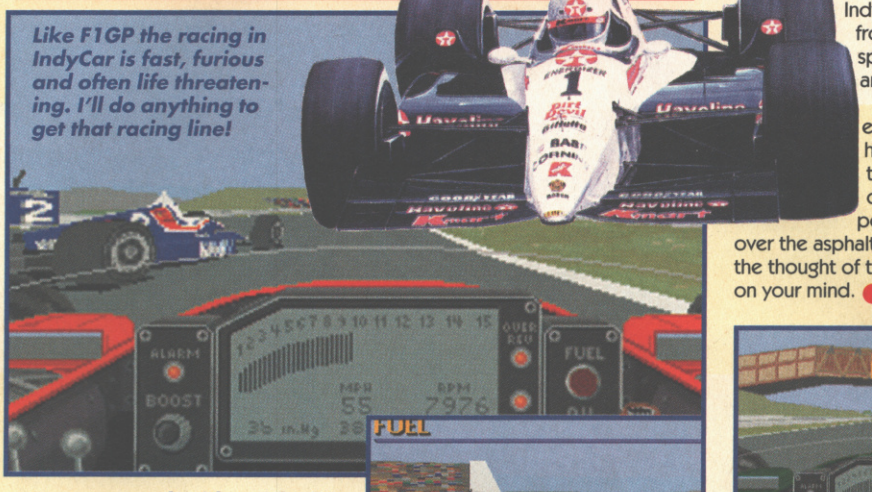
You can spend hours tinkering with your racing car, adjusting each tiny detail – even individual tyre (sic) pressures.

around. You might crash after three minutes but hey, that's racing.

Round and round

Up until now MicroProse's Formula One Grand Prix has held the motor racing crown tightly in its oil-stained fingers. But not any more. IndyCar Racing, with its Gouraud shaded texture-mapped cars, is a visual feast, allowing you to race on eight of

Oval tracks may not look daunting, but at 150mph it's enough to worry even our Nige.

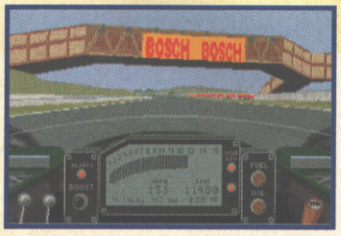


Like F1GP the racing in IndyCar is fast, furious and often life threatening. I'll do anything to get that racing line!

To get a good grid position it's often a good tactical move to have minimum fuel on board. Your car is then lighter and you can go faster. Ah ha.

The texture-mapping is the game's main feature and it looks gorgeous.

IndyCar's toughest tracks from the Michigan oval speedway to the twists and turns of Monterey. IndyCar isn't easy. either; the cars are highly intelligent and there can be up to 33 of you all jostling for position, screaming over the asphalt at 150mph with only the thought of the winner's rostrum on your mind.



The detail isn't restricted to cars, the road, bridges and crowds are all elegantly drawn.

CRASH, BANG, WALLOP

IndyCar Racing is the sequel to the highly successful oldie Indianapolis 500, a superb polygon-based racing game that is best remembered for its spectacular crashes. Yes, despite the fast racing and the complicated car set-ups, the best thing about playing Indy 500 was the fact that you could turn your car around and drive the wrong way round the oval track. Using the multitude of replay camera angles you could watch your car slam into the concrete walls, smash into the on-coming cars and skid uncontrollably on to the grass. I hate to say it but the crashing was actually more fun than the actual racing.

VERDICT

IndyCar Racing doesn't just beat Formula One Grand Prix, it overtakes it and laps it with terrific style. As long as you have a fast machine (I'm afraid nothing less than a 486 will do) IndyCar Racing is nothing less than superb. The texture-mapping is excellent and the atmosphere positively electric. On the minus side, IndyCar Racing is damned difficult and it's going to take you a while to even finish a race, let alone finish in a decent position. Still, it's the best race game around. Trust me.

DENIZ AHMET

REVIEW

AMIGA | by CORE DESIGN | £25.99

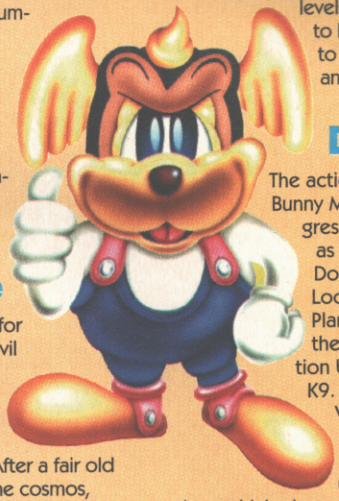
Out now. Contact Core Design (0332 297797) for information.

WONDER DOG

As in most platform games these days, if you look hard enough there are plenty of secret rooms to be found.

Is it a bird? Is it a plane? No – it's a platform game from Core starring Wonderdog!

Naff background-story alert! Prepare yourself avid readers! That scumbag General Von Ruffbone and his loyal army of vicious dog troopers are rampaging through the galaxy, their eventual aim being to gain complete control of the universe.

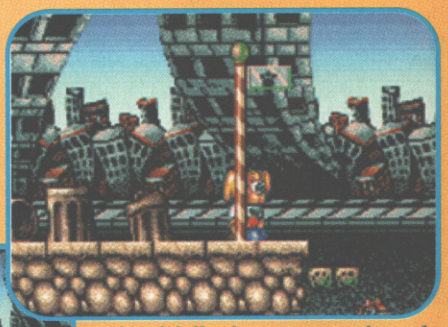


Ruff justice

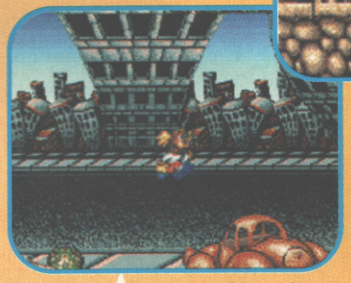
The next planet in line for invasion is K9. As the evil enemy approaches a young pup is injected with a top secret 'wonder' serum and launched into space. After a fair old time drifting through the cosmos, Wonderdog crashes on Earth where he must fight his way through seven platform-based levels so he can return to his planet in order to save it from total annihilation.

Dog gone

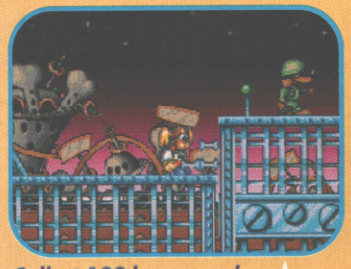
The action begins at Bunny Meadow and progresses through levels as weirdly titled as Dogville, Scrapyard, Loony Moon and Planet Weird before the final confrontation back on Planet K9. During his travels Wonder Dog will come across numerous pick-ups including wings which give energy, jewels for extra points, whirlwinds for short-term invincibility and Smileys, which reveal hidden platforms to secret bonus levels. Bones are also available to pick up and as soon as 100 are collected the player will be rewarded with an extra life. That's all folks.



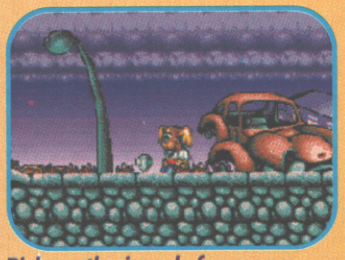
Thankfully there's a number of restart points dotted around, which makes the game far less painful to play.



The start of each level is indicated by a rather groovy still piccy.



Collect 100 bones and Wonderdog will be rewarded with an extra life.



Pick up the jewels for mega bonus points.

VERDICT

Normally, with a game as lacking in originality as Wonderdog, I'll slag it to pieces. So why haven't I trashed it then? Chiefly because it's highly playable with some quality graphical touches, such as the parallax scrolling and detailed still screens. The sound is crap though, comprising naff FX with some appalling music which would be more at home on a dodgy Dutch TV channel. Not an essential purchase, but if all that Christmas cash is burning a hole in your pocket then Wonderdog will keep you occupied until the next platform blockbuster.

RIK SKEWS

Out Now. Contact Team 17 (0924 291867) for information.

ALIEN BREED

You're trapped on a space station, aliens lurk everywhere, ammo is low... are you ready for Alien Breed?

A critical moment, and what happens? You crash, that's what!

As you emerge from your starship there are handily-placed arrows to guide you to your doom.

When you're down on level two you've got to destroy four power domes as well as the two floors.

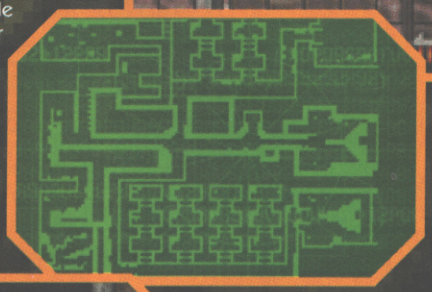
Alien Breed became a classic on Amiga; 18 levels of shoot-'em-up action in an eerie, future style that owed more than just a nod of recognition to the Alien movies. Yes, Alien Breed gave you excitement and it gave you atmosphere.

As for the plot, it goes like this: you've landed on a derelict space station and you find yourself up against a chitinous, mucus-dripping alien breed. The whole station is infested and your task is to make it to level 18 to escape.

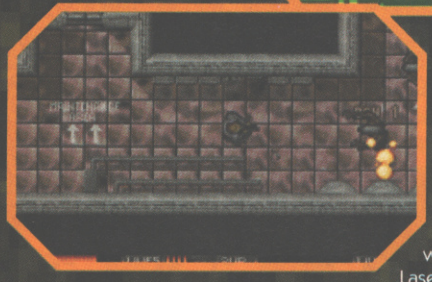
Two can play

Like Chaos Engine, Commando and even the old coin-op fave Gauntlet, you are forced to share your ammo, credits and the all-important medical kits. You've got to work as a team. Yes, Alien Breed tests your trigger finger and your team management.

Now you may be thinking, this sounds good, I might just go and buy a copy. Well, don't move! I'm afraid to say that Alien Breed is fatally flawed and if you cast your eyes over the verdict box, I will tell you why.



Lost on a level? Don't know which way to run? Just call up the level map.

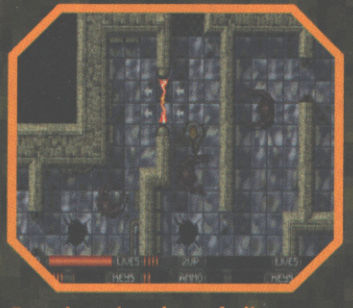


Eat lead and die, alien trash!! I do love shouting that.

you must move your character through the dimly lit corridors, picking up keys, ammo clips and stray credits which you can use to buy better weapons as you progress. Lasers, rocket launchers and other mighty instruments of death can be bought as you creep onwards through the murky gloom. Eat lead and die alien trash! Or something like that. How do you get these weapons? Well, there are several computer terminals on the station which you can access. Once logged on you can upgrade weapons, buy useful tools and see a map of the area. When you've finished, simply log off and get back to the action with a vengeance. Eat lead and... well, you know what I mean.

Good or crud?

But the best aspect of Alien Breed is the two player game. Now you can indulge in genocide with a friend. You double your firepower, but of course



Frantic action, lots of aliens, electricity-type doors, a two player mode. Alien Breed on PC should be brilliant. Shame it isn't though.

VERDICT

Oh dear, it's all gone horribly wrong. Alien Breed PC is a poor conversion and the words 'disaster' and 'what a' spring to mind. The gameplay is quite good, but it finds it difficult to shine through some sloppy presentation. Did AVM not playtest this game? You can't buy any weapons from the Intex terminals, the screen flickers and after about 10 or 15 minutes the game crashes with no explanation why. I love Alien Breed on the Amiga, but this PC version is atrocious. I could bare the flicker but the bugs? Not a chance.

PAUL RAND

REVIEW

AMIGA | by CORE DESIGN | £25.99

Out now. Contact Core (0332 297797) for information.

BUBBA N STIX

Look out, here comes another platform game from Core Design!

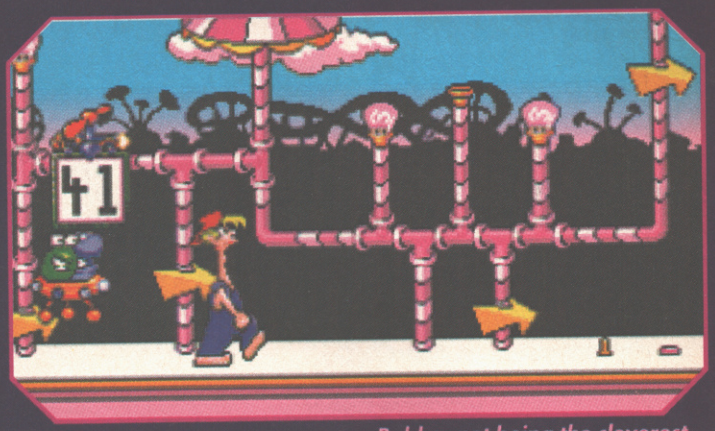
Bubba's a simple delivery man, whose job it is to ferry animals to the zoo. Suddenly an alien spaceship, on the look out for alien species, descends from the skies and kidnaps Bubba, complete with lorry. Obviously an alien as simple as Bubba must be piloting the spacecraft, because no sooner has it kidnapped him, than it speeds out of control. Its doors burst open and Bubba and all the other collected aliens are thrown from the craft and crash land on the planet below.

It came from out of the blue

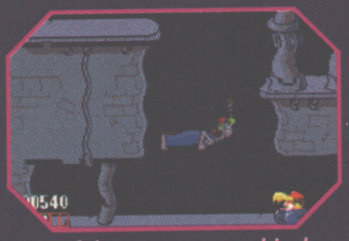
Before Bubba can recover he's hit on the head by Stix, a stick-like creature that landed with him.

Anyway enough of the plot. Bubba 'n' Stix is a horizontally scrolling puzzle adventure which revolves around Bubba's attempts to get back to Earth with only Stix to help him.

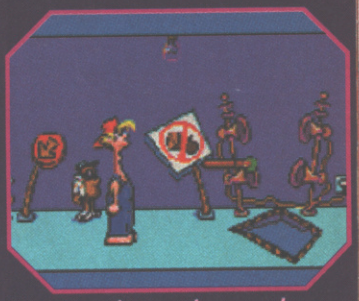
Over the 11 platform-infested levels Bubba must use Stix in a number of different ways to help him overcome puzzles. As well as beating enemies over the head with Stix, he can also use his wooden friend as a lever, a snooker cue, a tightrope balance, a javelin, a baseball bat and a platform to walk across. Apart from trying to get back to Earth Bubba is also trying to avoid being recaptured by Waldo, the blobby alien. Is the game any cop though? Certainly is as you'll find out if you warp to the verdict now!



Bubba, not being the cleverest of strange looking beings, can manage to follow the arrows.



One of the smarter graphical effects is here on the underwater level. It can be difficult to get Bubba out of the water though.



Here's an interesting puzzle from one of the later levels. The teleport won't allow Stix to pass, so what's the solution?!

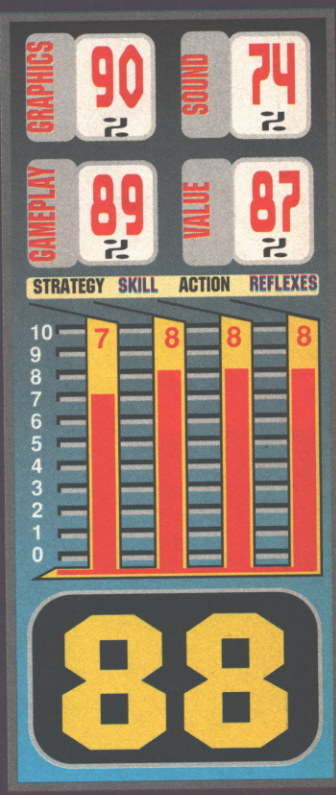
Leave Bubba alone and he'll go through all the regular 'I'm bored!' expressions including playing Stix. Nice one!

Stix is an incredibly versatile character and can be put to a number of uses. Here he's been inserted into a hole so that Bubba can reach a higher level.

VERDICT

I felt drained after playing this, it's so engrossing. The puzzles are perfect, being both logical and never frustrating. Graphically the game has a wonderful cartoon feel with colourful and fluid backdrops and baddies full of personality. Bubba and Stix are instantly appealing too. Niggles? Like most Core games the sound is duff and control of Bubba can be difficult at times, especially when he's underwater. There's no drastic faults though. This would be great as a platform game, but add the puzzles and it's essential stuff.

RIK SKEWS

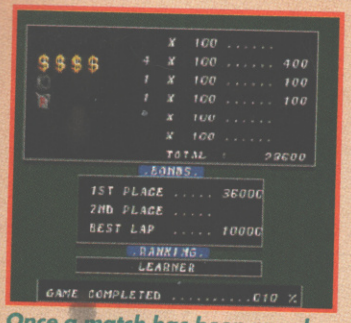


REVIEW

AMIGA | by TEAM 17 | £25.99

Out Now. Contact Team 17 (0924 291 867) for information.

Overdrive



Once a match has been raced the points are tallied up. Apart from position, you can also accumulate points by gathering various pick-ups.

Get behind the wheel and strap yourself in to play Team 17's highly polished top-down racer

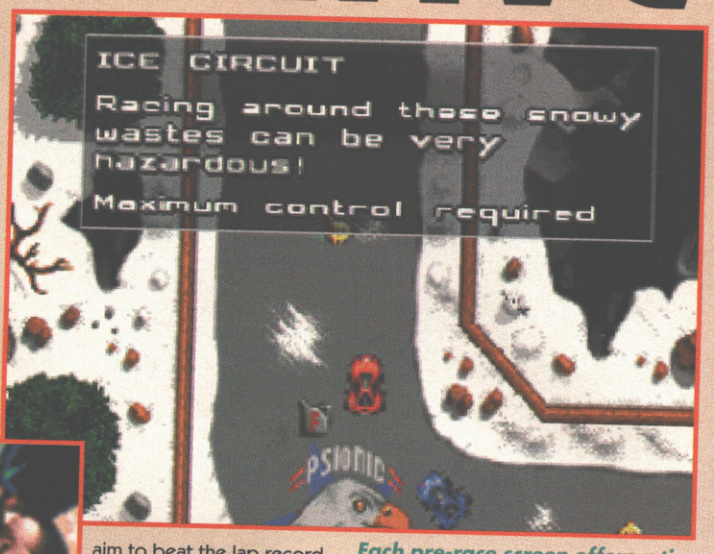
In Overdrive you can take control of four different vehicles over five terrains. The four you can take out for a spin are a 4x4 (excellent off-road but slow top-speed), a buggy (very fast and great at cornering), the grand prix car (awesome speed on tracks, a mobile disaster off them) and the Supercar (a hybrid similar to the GP car in performance but better off road- useless on corners though).

Oil on the track can be a right git I can tell you, so avoid it whenever possible or you'll hear a sampled 'wipeout' as your car loses control.

Collect the money that's scattered around because races become much more expensive to enter later on.

Changeable conditions

The five racing tracks are a varied bunch and include ice, city, desert, arena and GP conditions, each of which has a different effect on car handling. There's all the usual options too, you know the score, arcade (the main one-player game), two player (as long as you've got a null modem cable and a friend with another Amiga), practice and trials (where you aim to beat the lap record on one of 20 laps).

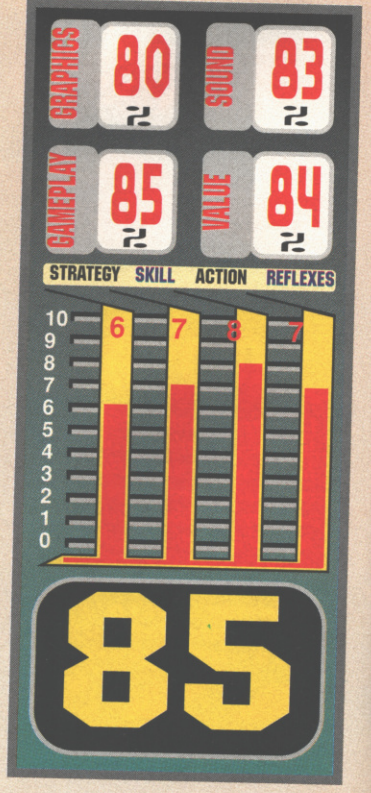


Each pre-race screen offers a tip or two. Although with inane tips like 'icy tracks can be slippery' (really?) you're probably better off sticking to your own skill.

John Kettley

Each track has a number of pick-ups littered around, which include spanners and tyres. These upgrade the car and are essential if you're to keep up with the best later in the game. Complete all the races and it's time for a face-off against the 'demon driver' on one of the 'demon tracks'. There's a number of these tracks, each with different endings so if you're that hot a driver it should at least take a while before you've seen all the 'game complete' screens.

The turbos are well placed around the track so use them whenever possible (especially on long straights) for a limited boost of top speed.



VERDICT

Nothing new here, but it's the best top-down racing game around apart from Micro Machines, though in one player-mode it's arguably better. The usual Team 17 sheen shines out with crisp graphics and clear sampled sound. Control is the most striking aspect of the game however. The cars handle well and the numerous terrains really do affect control. Unusually for Team 17 Overdrive is too easy; I finished over half the game on my third go. Good stuff for one player, but for two players get Micro Machines.

RIK SKEWS

THE LEGEND OF THE MYSTICAL NINJA™

I urge you all to make your way down to the shops & buy this immediately it's fab!! **TOTAL 90% JAN '94**

The graphics and sound are faultless... You couldn't possibly go wrong with a copy of Mystical Ninja. I smiled all the way through it. **SUPER PLAY 90% JAN '94**

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

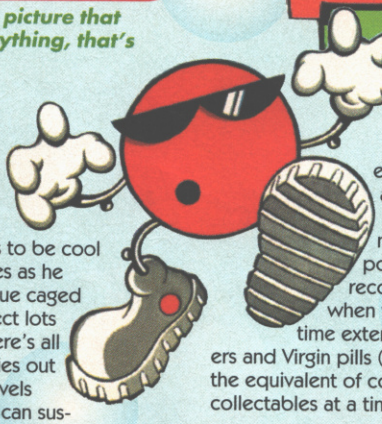
Southam, Warwickshire, CV33 0DL, U.K. Tel: 0926 814132

Out Now. Contact Virgin (081-960 2255) for information.

Cool Spot

Better at chilling than a supermarket freezer, Cool Spot pops up on the Amiga at last!

Great stuff! A picture that explains everything, that's what I like!



If you missed out out on the cartridge versions here's a quick shifty at the plot.... Our rotund chum has to be cool through 11 stages as he attempts to rescue caged chums, and collect lots of red spots. There's all manner of baddies out to halt Cool's travels and although he can sustain six hits, his only offensive weapon is the ability to sling suds.

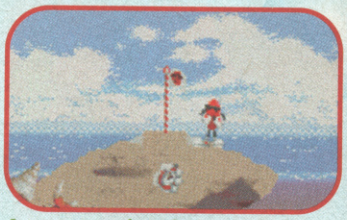
Problem spot

Cool can make use of balloons and bubbles to grab any red collectables that would otherwise be out of reach. Bouncing around on the balloons can prove difficult, but it's achievable if you remember to take it calmly. This is easier said than done however, because each level is set against the clock.

There are also a number of restart points to avoid recompleting zones when you die, as well as time extends, health boosters and Virgin pills (oo-er) which are the equivalent of collecting seven red collectables at a time.

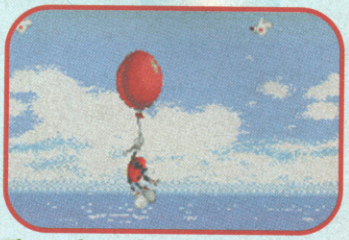
Sore spot

Each level requires a number of red collectables to be gathered, and this amount varies on the difficulty setting. Once the required amount are collected then you can either complete the level by finding the cage or hang around and look for the bonus level where Cool has to find letters to spell out a word. Once the word is complete Cool Spot is rewarded with a continue.

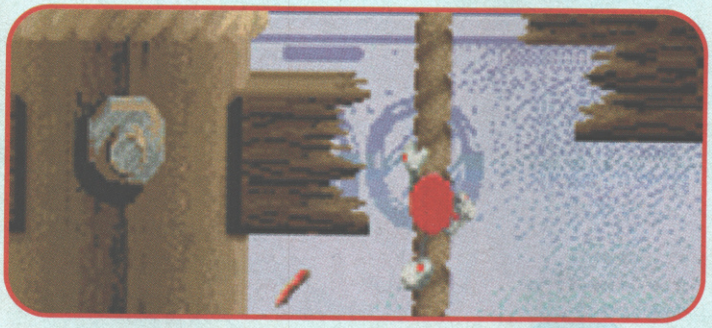


A restart point. Guaranteed to keep frustration at bay.

To complete a level collect enough red spots and then find this cage and leap into it.



Throughout the game there's all manner of bonuses to collect so look in every nook and cranny.



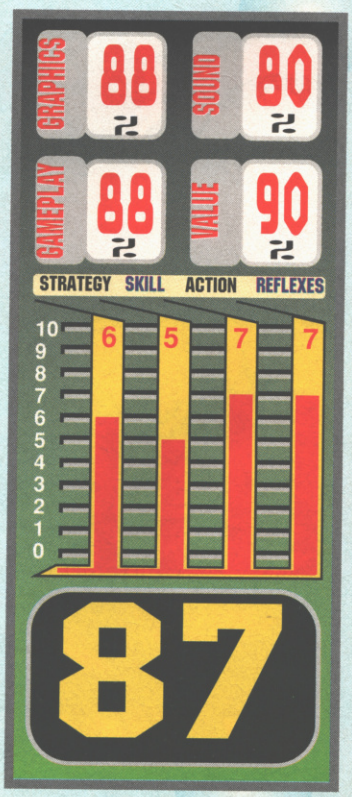
This level features some jazz music which Cool Spot will click his fingers to if you wander off to answer the phone, or something.

If you leave Cool alone he'll perform a number of animations, such as playing with a yo-yo as shown here.

VERDICT

Virgin has created possibly the cutest and coolest platform character ever. There aren't enough words to describe how cool Cool Spot looks on the move thanks to some brilliant animation. All this is backed up with some delightful sound FX and amusingly laid back tunes. Gameplay is suitably relaxed also but don't think there's nothing to do, the levels are massive, maybe a little too big in fact. Graphically this isn't as stunning as the console versions but as it's half the price who cares? You'd be square not to get this one!

RIK SKEWS



REVIEW

AMIGA | by TITUS | £25.99

Out now. Contact Titus (071-700 2119) for information.

Pressing the spacebar activates the turbo. This is irritating since you often lose control of the car when you take your eyes off the screen.

There's a variety of in-game weather conditions like er... sunny, which is shown here.

LAMBORGHINI AMERICAN CHALLENGE

There's an Italian job to do in America as you take to the wheel of a Lamborghini Diablo

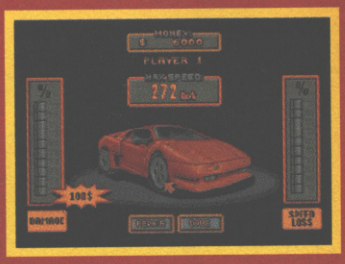
Fasten your seatbelt and prepare to drive the Italian dream machine, in this racing game across America against 18 other drivers, or a friend – if you think they're up to it. Various terrains provide the perfect backdrop for highway hijinks as you take part in a plethora of challenging circuits from the East to the West Coast.

Money, money, money

Running a beauty like the Lamborghini ain't cheap, so cashflow becomes as important as tyre treads. If there's no dough it's no go, I'm afraid to say. So what better way of boosting your bread than a little illicit gambling. You know who's the best driver, so there's no worries about challenging your rivals and raising the betting stakes. There are also cash prizes to be won, from the small change at the local races to big money at the pro circuits. Remember to keep some money aside though, because each race costs big bucks to enter.

Place your bets! If you're confident, put all your money on yourself because there's big money to be won.

When you can afford them the shop has all the usual power-ups on offer.



Repair any damage in the garage. It's expensive though, so remember prevention's better than cure.

Mixed selection

The competition are a mixed bunch ranging from Hicksville rednecks to experienced professionals. You need to win because running costs are high and vital vehicle improvements, like turbos and better-grip tyres can make the difference between success and failure.

Watch out for the cops, because they take a very dim view of speeding Lamborghini drivers. Remember your Highway Code too, and keep your eyes on the road at all times 'cos there's a whole load of car damaging roadside obstacles to crash into.

VERDICT

Lamborghini on the SNES was a decent enough racing game (it's the same as Crazy Cars 3, but with a different frontend). Unfortunately something seems to have gone wrong in translation, because the graphics and sound are a pale imitation of their former selves. The gameplay is pleasant enough and at least the game is about half the price of the SNES cart, but if you want a top Amiga racing game stick with MicroProse Grand Prix or one of the Lotus trilogy, since they offer a lot more depth and variety of gameplay.

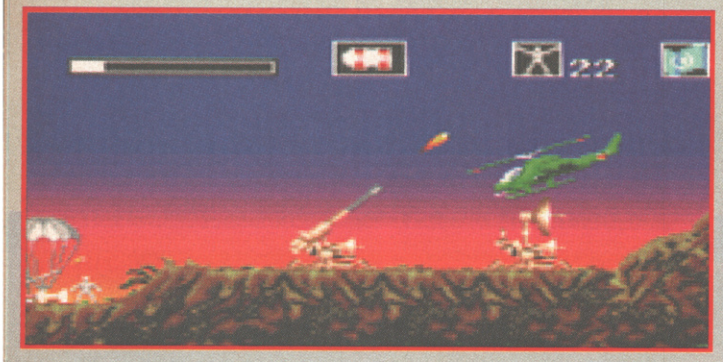
RIK SKEWS

REVIEW

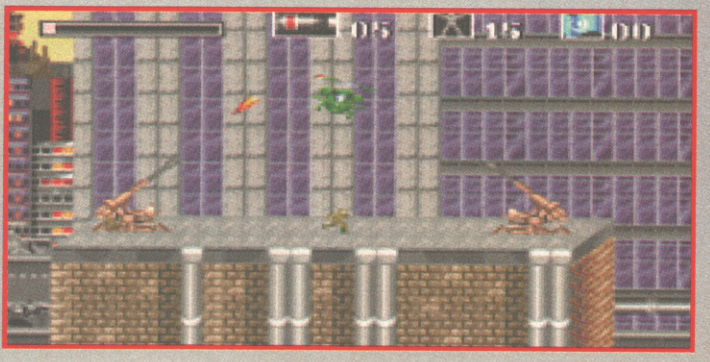
SNES | by OCEAN | £49.99

Out January. Contact Ocean (061 832 6633) for information.

If you don't pull up soon, you're going to smash right into that flak gun, and you'll end up with one dead whirly bird.



Make sure you keep away from the bullets as you land your chopper to pick up the POW.



HIT THE HUT

It may be you've picked up all the POWs you can find , but you're woefully short of your target. See those huts that are positioned throughout the levels? Your boys are locked in there, simply itching to be rescued. However, it's not a simple case of just sneaking up to a hut, picking the lock then scarpering with the lads.

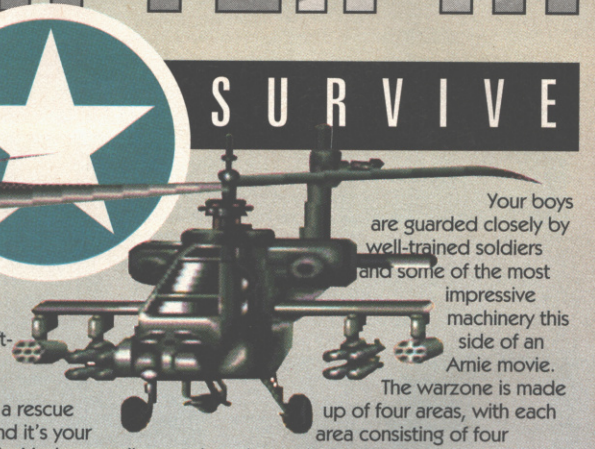
You've got to hover over the hut and blast it until it explodes, freeing the POWs whom you must pick up by landing near the wreckage. Keep your wits about you, because more often than not the landing area is mined, and there's always a healthy supply of baddies around to blow you away.

CHOPLIFTER III

RESCUE SURVIVE

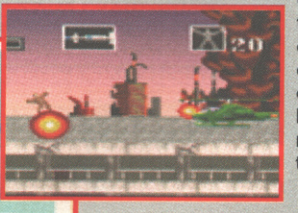
One of THE classic shoot-'em-ups makes a welcome debut on the SNES!

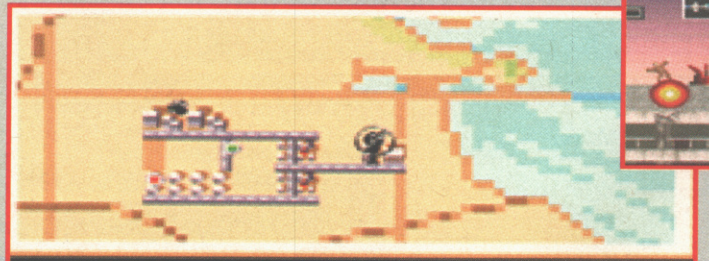
War is bad. People get killed, it costs a fortune and someone always gets left behind. That's more or less the plot behind Choplifter 3, a booted-and-suited SNES version of the classic blaster which appeared on the Commodore 64 and Atari 800 almost 10 years ago, from American software house Broderbund.



You pilot a rescue helicopter, and it's your job to sneak behind enemy lines and rescue the unfortunate POWs left behind after a massive conflict. This is no Rambo mission either, where the enemy is a sitting target. Your boys are guarded closely by well-trained soldiers and some of the most impressive machinery this side of an Arnie movie.

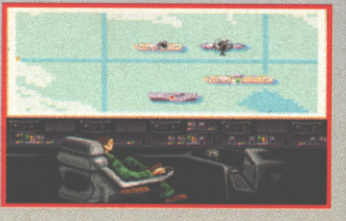
The warzone is made up of four areas, with each area consisting of four increasingly difficult stages, making 16 levels in all. The aim is to get your lads out of the danger zone and transport them back to the friendly base, where they can shower, shave, stick on a clean pair of togs and go home. But it's not quite that easy.





This sad lad only gets to sit in the control room while you go and do battle with the baddies!

Here's a bloke who wishes he'd moved his ass when he saw the missile coming toward him!

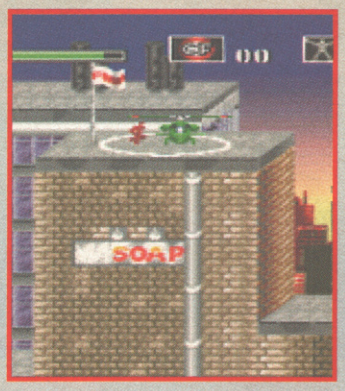


Watch out for the planes which launch from the aircraft carriers.

VERDICT

1993 was the year of the beat-'em-up. If Choplifter 3 is anything to go by, 1994 could be the year of the shoot-'em-up. The gameplay has barely changed, but that's good because the original is one of the most addictive blasts ever, but now there's some powerful weapons to collect and very dangerous end-level bosses to combat. The levels start easy, but quickly become very difficult – you've really got to concentrate on staying alive. To coin a phrase from a well-known advert, Choplifter 3 is as fresh today as it's always been.

PAUL RAND



Find one of these outposts and you'll be repaired, ready to fight on.

Chopper Squad

There are a set number of POWs on each level, and if you can bring more than the required amount back behind friendly lines you are awarded bonus points. Standing in your way are heavily armed enemy troops which are placed at strategic points along the omnidirectionally-scrolling landscape – usually right in amongst your rescuees. It's not as if you can go in all guns blazing, either. Many levels contain exactly the right number of POWs, all of which you must liberate, and if you kill just one by letting go with your guns, then it's impossible to complete the mission and you're back to square one.

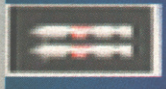
The end-level boss is a huge supergun – let's see Mrs T talk her way out of this one!

It's best to keep on moving when you're trying to take out the tank – it's a good shot.

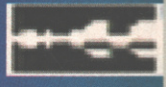
Uncle SAM

Not all the enemy are on foot, either. Armoured cars, tanks, planes and SAM missile sites are all dotted throughout the levels, some with basic weaponry, others with highly advanced homing missiles which chase you through the skies and which you must avoid. The strength of your chopper is indicated by an energy bar, and each hit depletes it, so it's in your best interests to keep out of the way of baddies' bullets. However, if you do find the old energy running low, there's a repair base situated somewhere on the stage which, if you can find it, you can land at and have your craft fixed.

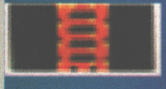
GOODY! GOODIES!



SPRAY: *Sprays a small area with flames.*



SMART BOMB: *Clears the screen of all enemies.*

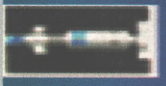


LADDER: *Pick up POWs without landing.*

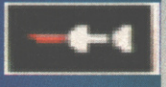
BOMB: *Drop onto target for a big bang!*

SHIELD: *Use this to save your skin for a while.*

CHAFF: *Let loose with this if missiles are after you.*



ROCKET: *Fires forward at enemies.*



HOMING MISSILE: *It's like it says – a homing missile.*

VERDICT

Some say that you can't teach an old dog new tricks. Well here, Ocean is teaching a new dog old tricks! It may be nearly a decade old, but the Choplifter idea is still as fresh as a daisy. And with so many new weapons and levels in there, this really doesn't play like an old game at all. Graphics are small but excellently formed, music and sound effects get the thumbs up and there's enough in there to keep you plugging away. Don't chop this from your buying list – lift it off the shelf and take it home. Three times.

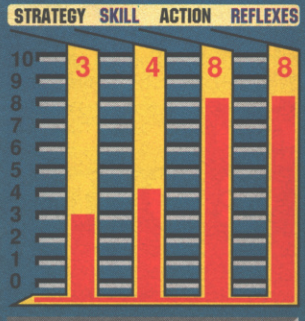
DENIZ AHMET

SNES

PROS: Generally excellent shoot-'em-up action, highly addictive.

CONS: Sad people might say the idea's getting on a bit.

GRAPHICS	Not stunning, but well-defined and colourful. The POWs are well animated too.	83 %
SOUND	Stirring war-like tunes and an array of suitable shooting and exploding sound effects.	84 %
GAMEPLAY	It might be an old idea, but Choplifter has lost none of its action or charm.	88 %
VALUE	There's enough here to keep you blasting away for quite some time.	85 %



87

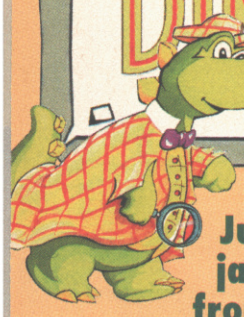
Codemasters Software Company Limited, Stoneyford pic.

REVIEW

AMIGA | by ALTERNATIVE SOFTWARE | £16.99

Out now. Contact Alternative Software (0977 797777) for information.

DINOSAUR DETECTIVE AGENCY



Jurassic japery from the detective with a difference in Alternative's latest – a platform game

Pick up the bulb and use your camera flash to stun the baddies (you only get a few flashes though).

OK. Here's the deal. You're Sherloch Ness, a Prehistoric private eye who was busting crime well before the other Sherlock was a twinkle in his great, great, great, great grandfather's magnifying glass. There's no Doctor Watson, but with Sherloch's trusty camera, it's up to you to solve four cases and become a dino-star.

T-rex

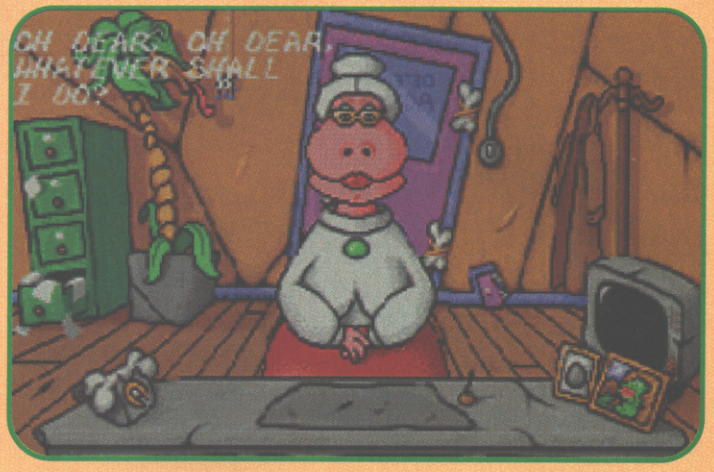
Mr Ness himself is a loveable character, despite having a dodgy dress sense. Ness is also a dino who defies biological science being able to dig and burrow underground. The lot of a crime busting dinosaur is not an easy one though, you'll encounter many dastardly villains who stand in the way of good and justice – a real pea-brained menagerie of dinosaurs, spiders and other prehistoric wonders need to be frozen with your flashbulb. And if that isn't enough there's numerous puzzles to solve too.

Marc Bolan

To make the travels easier, points and extra lives can be picked up, but your top priority should be the vital scraps of evidence that need to be photographed and to catch the master criminals.

Once the end of a level is reached it's time to nail the thief. The perpetrator will pop up from behind various objects and their face needs to be snapped to wrap up the case. On the later levels, the job becomes harder with two villains needed to be caught on film in the same frame. ●

On later levels two of the critters have to be caught in the frame – not at all easy.



And here's your glamourous assistant – Teresa Rex.

Some of the screen scenery (like this boulder) needs to be manipulated in order to progress further.

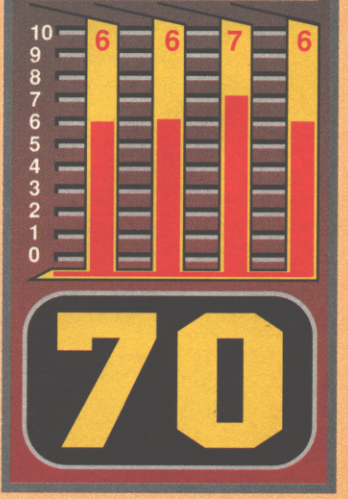
At the end of the first level the criminal needs to be snapped to complete the level. Their entire face must fill the frame.

VERDICT

It's not the greatest platform game, but Dinosaur Detective Agency has a certain charm. Both the graphics and sound have a dated feel and the game would look more at home on a C64 than an Amiga. It's worth persevering though, because the gameplay is engrossing and Sherloch Ness is one of the cuter heroes to be seen in a while. It's probably a little easy and unexciting for high adrenaline gamers, but if you're worried about violence in games, this is an ideal purchase for younger members of the family – especially at the price.

RIK SKEWS

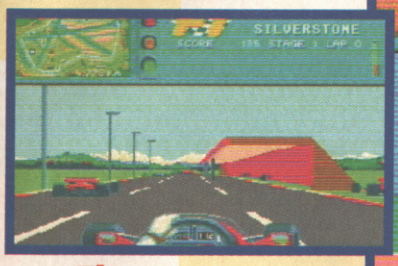
GRAPHICS	67%	SOUND	64%
GAMEPLAY	70%	VALUE	75%



REVIEW

AMIGA | by DOMARK | £25.99

Out now. Contact Domark (081-780 2222) for information.



Move into the pit-stop on your right to make adjustments to your car. As always, be quick.

Remember you're in Barcelona – they drive on the right there you see.

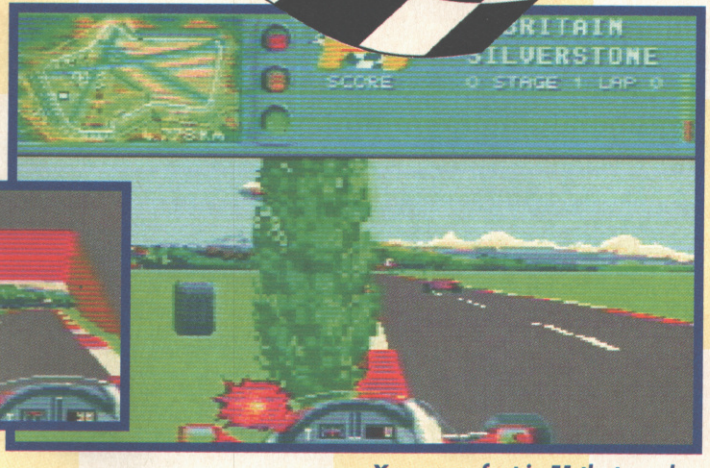
The team at Domark reckon this is the fastest Amiga racing game ever! They could be right too

The Amiga has had more than its fair share of racing games. Each has promised to be faster than any other, yet few have fulfilled this claim. Now with Domark's F1 we're in a situation where 1200 owners will actually find the game too fast. It's true.

F1

All the top racing circuits

As an officially licensed product you get all the tracks and all the competitors from the real event. All the favourites are in there, from the fast lanes of Silverstone to the bendy dangers of Monaco. You get a training mode naturally, and any of the 12 circuits are accessible



through this. The other good thing with training is that you can always pull in to a Pit-stop to try out different wing, gearbox and tyre settings, hence saving experimentation during the actual race.

Get out of my face

F1 offers you four skill levels for your driver. This setting controls the intelligence of the other drivers (like them deliberately blocking your path) and the speed of the race.

A split-screen two-player option is also provided which works very well and doesn't slow down at all noticeably, although it does reduce the play area considerably. This is a major improvement in racing games and it has shifted the emphasis back to the need for speed. ●

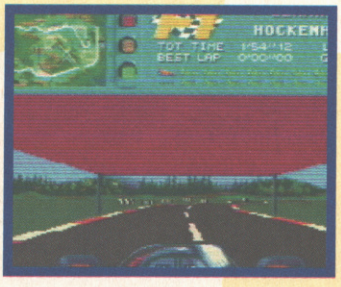
The best time to get a good grid position is at the start. Dodge in-between the cars immediately.

VERDICT

Heck, this is the fastest racing game on Amiga. Even on an A500 it's blistering, I've actually had to slow it down for some tracks. Such speed however, is achieved at the expense of detailed graphics which can make it all seem quite dull. There's in fact very little variety in the challenge offered by different tracks, and with limited control of your car's parts this certainly isn't a simulation. Control of the car handles well, and opponent drivers behave themselves which makes them easy to overtake. Crashing is great fun – but don't try it at home kids.

DENIZ AHMET

You go so fast in F1 that crashes become a major element of gameplay. It's great fun.



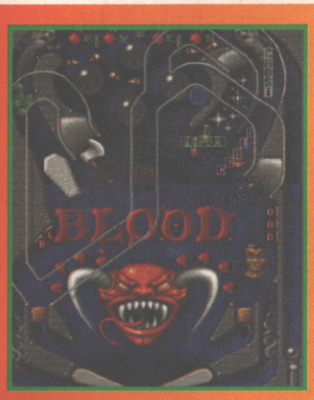
Go slow through tunnels, especially if there's a corner on the other side!

The official Street Fighter II Player's Handbook Limited Collector's Edition!

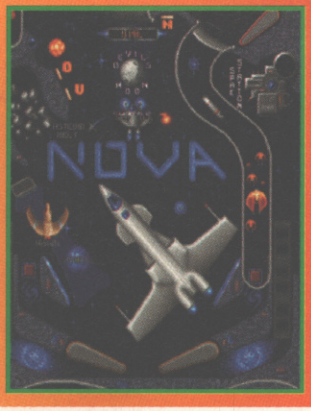
OUT NOW - ONLY £4.95!

Out November. Contact Team 17 (0924 291867) for information.

SILVERBALL

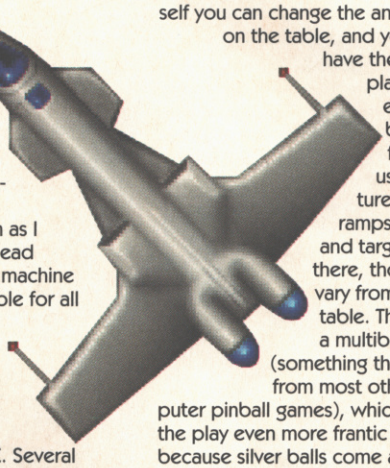


With five tables to choose from, you're bound to find at least one you get on with. Nova and Blood are the toughest, Odyssey has the most features and Snooker Champion is the most basic of the lot. Take your pick.



Can computer pinball ever be as good as the real thing?

There's nothing like a good game of pinball for testing your reflexes, eating your money and making you swear like a trooper. You can keep your video games – as soon as I step into an arcade I head straight for the pinball machine and start tilting that table for all its worth.



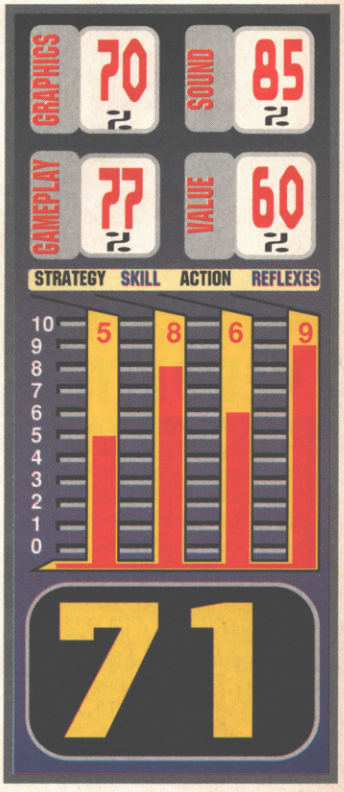
The crack

The thing is, pinball is never quite the same when you play it on PC. Several developers have had a go at a pinball game, but far no-one's quite managed to capture it perfectly. So has Team 17 managed to crack it?

Well Silverball gives you five tables to choose from, which is a fair old selection. The scrolling is smooth, even on a 20Mhz 386SX (the minimum specification), and controls are simple: press space to fire and the two shift buttons to move the flippers. Ball movement and flipper action are quite realistic, although most of the tables are very unforgiving. I find it quite frustrating at times because you seem to lose an awful lot of balls through no fault of your own, but then that's true of the real thing, isn't it?

Multiball

To make it a little bit easier on yourself you can change the angle of tilt on the table, and you also have the choice of playing with either three balls or five. All the usual features, such as ramps, ball traps and targets, are there, though these vary from table to table. There's even a multiball feature (something that's lacking from most other computer pinball games), which makes the play even more frantic than usual because silver balls come at you every which way.



VERDICT

Silverball is a pretty good simulation, but do we need another pinball game on the PC? We've already had four in recent months (Pinball Dreams being the best), and this one has nothing new to offer. It looks nice enough, although the colours are a bit dull, and the sound effects and music are quite realistic. But why buy it when Epic Megagames has released a shareware version (same game, different tables) which costs so much less? It's a shame, really, because Silverball is one of the better pinball games around.

PAUL RAND

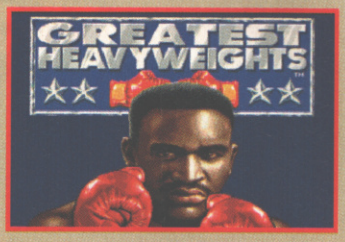
REVIEW

MEGA DRIVE | by SEGA | £49.99

Out January. Contact Sega (071-373 3000) for information.

GREATEST HEAVYWEIGHTS

A bit of a dig to the solar plexus there – and he hasn't even defended!



Evander 'Real Deal' Holyfield – current WBC champion.

A new boxing game for the Mega Drive? Well, not quite – it's just an old contender with a memory implant.

Greatest Heavyweights is basically the same as Evander Holyfield's 'Real Deal' Boxing. The year-old game has been pumped up to 16 megs though – double the size of the original, with the extra capacity being used to speed up the gameplay and add some world champions to the list of boxers, including Muhammad Ali, Rocky Marciano and Mr Holyfield himself.

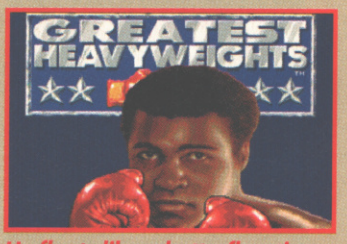
Fists of fury

Greatest Heavyweights shares Real Deal's control system – button A throws a left hander, button C a right-hander, while B puts your guard up.

That looks strangely like Tommy Morrison after the Michael Bentt fight!

Hmm, that's a bluey blueness I've never seen before. Does he use Bold?

Depending on which direction you're holding the D-pad, you'll get a jab to the head (Up), a cross or hook to the head (Right), or a body-shot (Down). The game is also compatible with the new six-button pads and punch stats are shown at the end of each round, and in the event of the fight going the distance, the scores of the three judges are tallied up to give a winner on points.

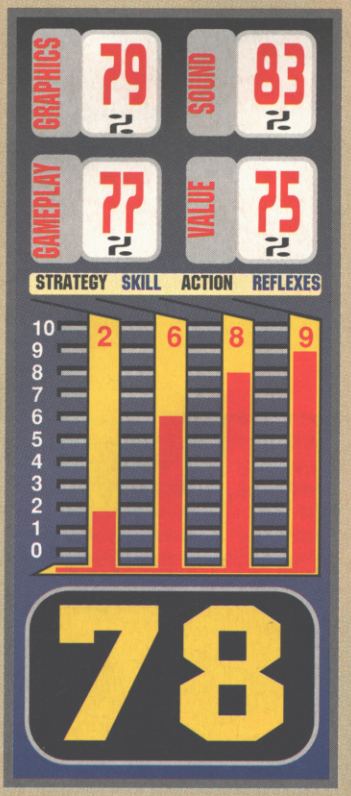


He floats like a butterfly, stings like a bee, he is the greatest – he's Muhammed Ali!

Don't just stand there! Dodge and move, and hit him now and again if you can!

Frankenstein's fighter

You can play Greatest Heavyweights three ways. Go for a one-off Exhibition bout, the Greatest Heavyweights Tournament (take on each of the other seven greats in turn), or create your own boxer and tailor him by adjusting the power, speed and stamina bars at the bottom of the screen. After each fight, you train your fighter up for his next battle by choosing from the eight training regimes on offer, building him up for the path to glory as the opposition gets harder and harder. ●



VERDICT

I must say, Greatest Heavyweights is certainly a big improvement over sad old 'Real Deal' Boxing. The new version of the game benefits from the 16-meg treatment with much faster gameplay, beefed-up sound and some really neat samples, as well as the great heavyweight champions boosting the roster of boxers on offer. But it still doesn't give you the real 'right there in the ring' feel you get from Muhammad Ali Heavyweight Boxing, which I would personally recommend if you want a good battle.

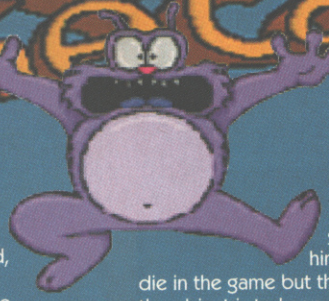
PAUL RAND

REVIEW

SNES | by OCEAN | £49.99

Out new year. Contact Ocean (061-832 6633) for information.

Eek! The Cat



The deal is this: you're a cat, a fat cat, who looks a bit like that other plump puss, Garfield, and you get up to similar antics, like splatting people. There's also this old granny, who just wonders around aimlessly and to protect her from coming to harm you need to guide her around the platforms, avoiding the dangers at every stage. She only walks in a straight line so in order to make her jump (because the exit is at the top) you need to boot her up the backside.

Old and wrinkly

Here's the problem. The sprite detection is naff which means that each time you try to kick the granny it doesn't usually work. This is frustrating enough in itself, but just imagine when you get up to higher platforms and then she drops right down to ground level because your timing is a bit off. Eek also has a bad habit of skidding around drastically, which makes it difficult to catch up with the granny if she's heading for danger.

The best approach is to rush through a level and learn where everything is, then go back and negotiate it all with the granny. Eek himself doesn't die in the game but that's because the object is to keep the granny alive, and since it's easy to lose her she'll do a good job of doing herself in behind your back.

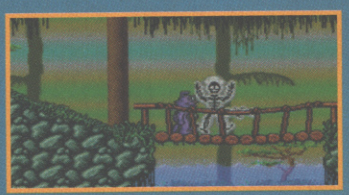
Eek needs to tie a knot in the Elephant's trunk to squirt a jet of water at him and granny.

Is Ocean up to its old tricks? Could this be Sleepwalker with new graphics?

Granny never stops moving, hold her back or she'll fall off.

Eek can use mushrooms to bounce to higher platforms and so can the granny if she falls on one.

While running around be careful of hedgehogs who will spike your feet.



Be careful when pushing granny. Here some electric fish jump out randomly and hit her.

Get granny on to the giraffe's back and she'll be flung to the top platform.

Getting too close to a Crocodile will result in Eek or the granny being consumed.

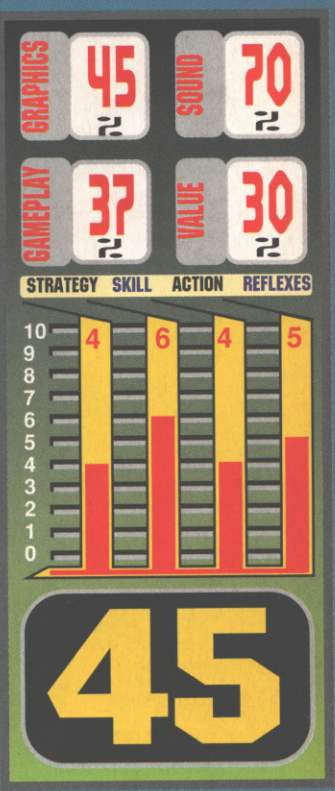
TOP CAT?

Eek the cat is based on a hit US Show which is now in its second series on the Fox Children's Network. It follows the adventures of the crazy feline and the weird support cast including Shark the Dog. Rumour has it that the show may receive a British TV showing at some stage in '94.

VERDICT

This looks and feels like a bad Amiga game. The graphics are plain and repetitive and there's a lack of imagination in the structure of the platforms. What makes it so bad however, is the frustration caused by trying to control two characters at once (like Sleepwalker). This makes it hard to play and isn't helped by the sluggish sprite detection. The idea behind the game is good, the introduction is promising, but the game is a major blunder, and there's even long pauses before you can start to play.

DENIZ AHMET



REVIEW

PC ▸ by VIRGIN ▸ £39.99

Out January. Contact Virgin (081-960 2255) for information.

BENEATH A STEEL SKY

Ever read a graphic novel? Well now you can play one, because Revolution has teamed up with comic artist Dave Gibbons

That putty you just picked up in the store is actually plastic explosive. Now that could be useful.

Adventures seem to fall into two categories. There's the slapstick, cartoon-style games which seem to be full of wacky puzzles involving herrings and pot plants, and then there's the serious type which usually have loads of digitised footage of unemployed actors. Now Revolution Software has attempted to change all this by teaming up with comic artist Dave Gibbons. The result? The world's first interactive comic book adventure.

'Scuse me while I kiss the sky

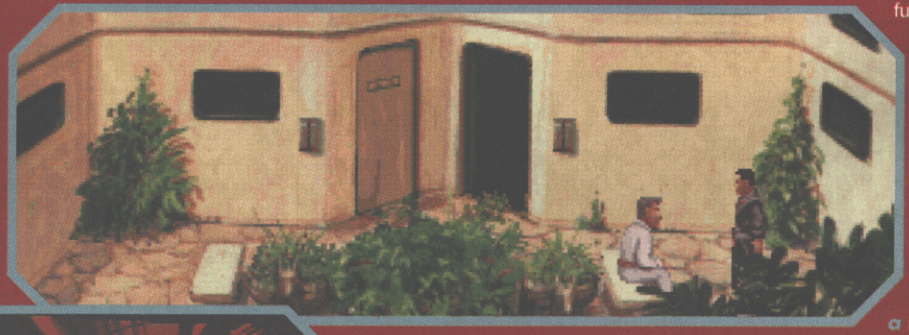
Revolution isn't very well known right now, although you might have played its Lure of the Temptress game. Dave Gibbons, on the other hand, has enjoyed quite a bit of success with Watchmen, Rogue Trooper and Give Me Liberty, among others. As well as drawing the cartoon strip which comes with the game, Gibbons is responsible for most of Steel Sky's brilliant graphics. There's so much detail — moke pours from chimneys, fans whir, characters wander around doing their own thing — each time you play it you spot something new.

You've managed to sneak into the Chief Security Officer's apartment. What's this magazine doing under the pillow? Hmm, it's only a motorbike mag. How disappointing.

Hobbins the handyman doesn't think much of your robot, apparently.

Don't you just hate it when that happens?

Steel Sky is based in Australia and it's set in the future. You play



When you talk to someone, you can choose your responses from the list at the top of the screen. This geezer's a bit dull, though.

The intro sequence features Dave Gibbons' comic style graphics. You also get a free comic with the game.

VERDICT

This is one of the best adventures I've played this year. The graphics are stunning: there's so much attention to detail and the subtle colours make a change from all those garish cartoon-style LucasArts games. The interface is excellent too. Whenever you use something, the action will be appropriate to the object, so there's no more pushing, pulling or eating things that don't want to be pushed, pulled or eaten. There's a nice bit of black humour in there, and the plot has a few interesting twists and turns. Great stuff.

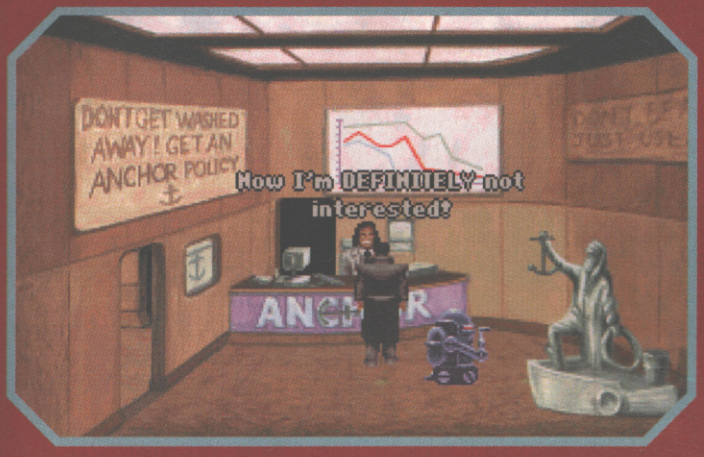
DENIZ AHMET

VERDICT

The first thing you notice about Steel Sky is the graphics. Dave Gibbons has really come up with the goods this time — everything's really well drawn. The only problem, though, is that the characters never move diagonally, so they are always taking right-angled turns when they walk across a room. The rest of the game is really good, and it's packed with brain teasing puzzles, and the humour's very English, which is refreshing. An excellent game in all, and what's more, it's British. Well done, lads!

RIK SKEWS

Time to sit back and enjoy the view. Steel Sky may not be as colourful as other games, but it sure as hell looks nice.



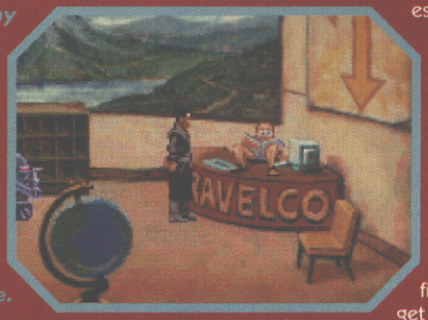
William Anchor was bullied at school, so he went into insurance. Just don't let him sell you any policies.

Robert Foster, a rebel who lives in a barren region called the Gap. One day a helicopter full of armed men arrives, kidnapping Foster and blowing his robot pal Joey to smithereens. As they arrive at the city, the helicopter crashes, and Foster finds himself stranded and a fugitive.

The city is divided into several levels, linked by walkways and lifts. Working class citizens have to live on the upper levels, while the rich get a nice cushy flat lower down. Everyone has an access card which allows them into areas appropriate to their status, so the rich can go more or less where they please, whereas the poor have to stay stuck up in the clouds.

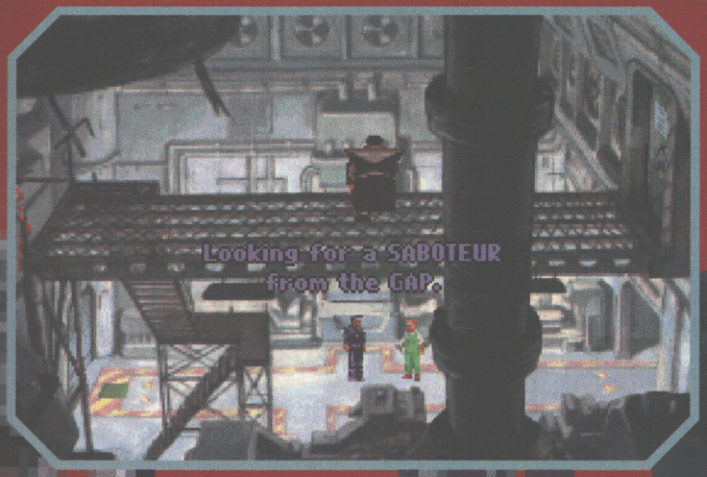
Flexible friend

As luck would have it, Foster ends up on the highest level, and not only have the security guards sealed off the lifts, but he doesn't even have an access card. His first aim is to get a card and find a new robot body for Joey's circuit board. Once he's up and running, Joey can help Foster solve many of the game's puzzles. ●



Now why would you want to visit the travel agents? You don't have any money, but maybe you'll be able to swap one of your goodies for a ticket to somewhere.

At the start of the game you get chased into the recycling plant by a security officer. Time for a sharp exit.



This time you've been chased on to a narrow ledge high above the city. What the guard doesn't know is that you're clinging to the other side of that door.

PC

PROS: A big, sexy, good looking game with a great plot and loads of puzzles.

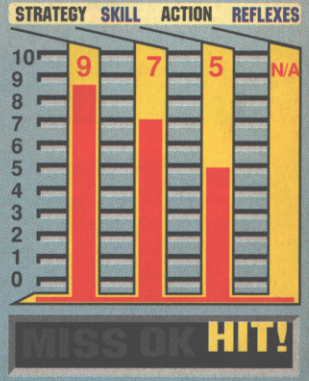
CONS: It's not side-splittingly funny like the LucasArts games, but who cares about that?

GRAPHICS — Dave Gibbons' artwork is superb. It's like a graphic novel come to life. **95%**

SOUND — The music's not at all bad, and the sound effects are great. **85%**

GAMEPLAY — The interface is easy to use and puzzles are tricky without being absurd. **89%**

VALUE — With around 100 locations, it's big enough to keep you going for some time. **87%**



90

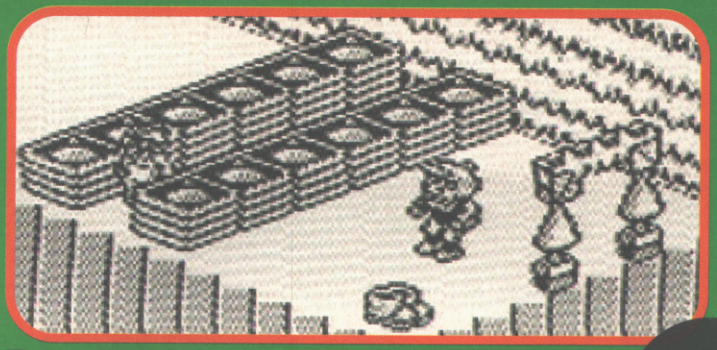
Southam, Warwickshire, CV33 0DL, U.K.

REVIEW

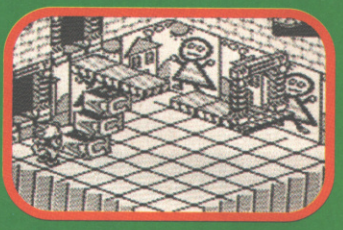
GAME BOY | by TITUS | £24.99

Out now. Contact Titus (071-700 2119) for information.

You wouldn't think a Game Boy could handle a complex isometric game, but that's where you're wrong!



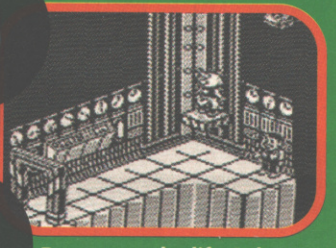
LEFT: Here you have to use the bomb from the last screen.



Max has just pushed those blocks to make steps.

The play area level teaches you the puzzles ahead.

MONSTER MAX



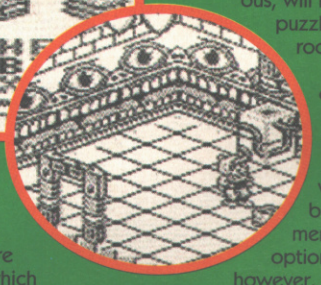
Pay to use the lift. Solve puzzles and earn dosh.

This is one of the few more mature Game Boy games which appear on the market. It's about a quest against an evil person who has banned all music from your planet. You have to reverse this decision by solving puzzles.

At the start of the game, you have a play area to your left which is designed to familiarise you with the sort of puzzles you can expect to find. It certainly does help you a bit, but on the whole it's a waste of time.

You get used to the odd perspective quite quickly, so don't worry about the controls. Each section is about gathering sufficient cash to purchase a lift pass for the next floor, of which there are nine. You achieve this by solving various missions which get rewarded.

Here's the full collection of objects which Max can find and use to solve the many puzzles in this game.



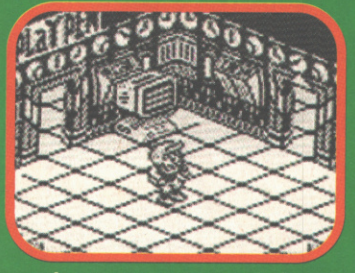
so as you can reach the exit – one-step puzzles essentially. With progression these gradually increase so that you can expect to do around five different tasks in certain rooms. It's for this reason that there are plenty of objects to be found and some of them, while not immediately obvious, will function within a puzzle that's only a few rooms away.

Your character can carry two items at once and these represent the two Game Boy buttons, which avoids fumbling with inventory menus. A whole set of option menus is available however, by pressing select ('start' will show you a map) and these give you the options of using passwords and exiting missions among other things.

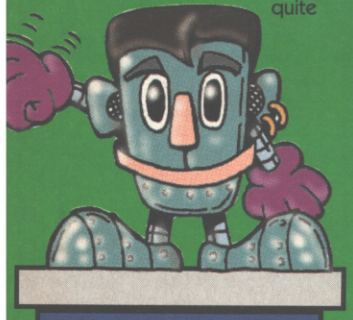
My place or yours?

At some point on every floor you find various rooms inviting you in, within these are computer terminals which when you touch them inform you of what mission rests behind the nearest door.

The main part of the gameplay is obviously getting through each room, and here begin the puzzles. Initially these involve pushing blocks around



Touch computer terminals for information and to tell you of the next puzzle you have to solve. This is important.



> *Isometric visuals are a difficult perspective for a Game Boy to handle, but it does it very well here. There's always plenty of detail on the screen, and there's plenty of depth in the puzzles. Presentation is very tidy and the control system is very comfortable yet functional. As a 'thinking' game it may not appeal to all, but it's certainly a top challenge that most people should enjoy.*
>
> DENIZ AHMET

LOOK 8	SOUND 6
FEEL 8	VALUE 8

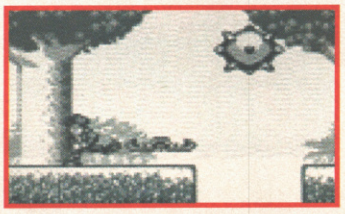
REVIEW

HAND-HELD GO! VIDEO GAMES

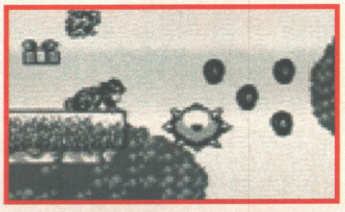
SUPER BLUES BROTHERS

The Blues Brothers have returned to play yet more records on the jukebox. Should they bother?

The Brothers return in another platform adventure about record collections and jukebox tunes. You'll find the format immediately similar if you've played the first game. If not, you basically rush around against the clock collecting floating records, which become your weapon, and searching for a musical note which you then pop into the jukebox to complete the stage.



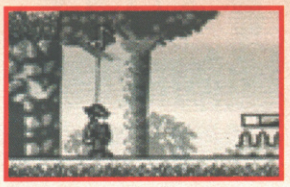
Jumping big gaps is a main part of the game. Time it right.



Collect those floating records to use as ammunition.

Jump to it

You can play as either brother and both manoeuvre well around the spacious platforms, but don't underestimate their jumping ability. There aren't many baddies, and they are all a bit thick. This makes the game quite predictable, and you should get through it quite easily. Everything moves at a nice pace and the graphics improve progressively, and the sound is quite jolly. It's well suited to the Game Boy, but there is little variety in the dangers you face, and not enough of those established platform elements like secret rooms and crumbling platforms to make this original.



Pick up the notes to place in the jukebox and complete the level.

LOOK	SOUND	FEEL	VALUE	OVERALL
5	5	8	6	75

Out: Now. Contact Titus (071-700 2119) for information.

GAME BOY ▶ by TITUS ▶ £24.99

COMPUTER AND CVG VIDEO GAMES

Surrey Owners Club

GAMES 4U SWAP CLUB

HOW IT WORKS?
YOU BUY A TITLE FROM US (THE PRICE WILL INCLUDE YOUR MEMBERSHIP FEE)., WHEN YOU GET TIRED OF THIS TITLE WE WILL EXCHANGE IT FOR ANOTHER TITLE (*) FROM OUR LIBRARY AND YOU PAY ONLY THE SWAP FEE, WE WILL EXCHANGE THIS ONE FOR ANOTHER ONE AND SO ON AND ON FOR THE SWAP FEE.
(*) MAXIMUM PRICE THE PRICE PAID AT JOINING.
All titles must be in good condition and with all documentation included

SWAP FEE £4 + £2 P & P (INC VAT)

Callers are welcome to our shop at : Games 4U, 3 Dean Parade, Camberley GU15 4AQ (500 yards from the A30. Take Caesers Camp Road, then left at College Ride, and after the filling station and shops right at Berkshire Road and you will see the shopping parade.)
To join and/or information phone 0276 681864.

N.G.O.C. NEO GEO OWNERS CLUB

THE ORIGIONAL... 081 904 0088
THE FIRST... 081 904 0088
THE BEST... 081 904 0088

CALL 081 904 0088 NOW!

BRAND NEW CONSOLES AND GAMES AVAILABLE THROUGH THE CLUB AT THE CHEAPEST PRICES IN THE UK.
EXCHANGE AND SECOND HAND SERVICE AVAILABLE
For all enquiries relating to new membership please send a large SAE to: 10 Alverstone Road, Wembley, Middlesex HA9 9SB

Between 6pm and 10pm call 0831 241 518

Scotland

SWAP YOUR CONSOLE & GAMES FOR A NEW CONSOLE

OVER 450 GAMES IN STOCK
• MEGADRIVE • SNES • NES • MASTER SYSTEM •
BUY • SELL • EXCHANGE
CONSOLE EXCHANGE
0463 221173

Essex

View Point GAMES

UNIT 3, SEVENWAYS PARADE, WOODFORD AVENUE
ILFORD, ESSEX IG2 6JX (NR GANTS HILL STATION)
TEL/FAX: 081-551 7541

SNES		Megadrive		Neo Geo	
SNES USA	£124.99	Megadrive 2	£124.99	Neo Geo	£294.99
Empire Strikes Back	£49.99	Megadrive 2 CD 2	£249.99	Samuri Showdown	£169.99
Daffy Duck	£53.99	EA Soccer	£44.99	Fatal Fury Spec	£169.99
Mystical Ninja 2	call	Sonic Spinball	£49.99	Spinmasters	£164.99
Twinbee R Bell Adv	call	Eternal Champ	call	Top Hunter	call
Dragonball Z 2	call	Terminator CD	call	Art of Fighting	calll

LARGE RANGE OF CONSOLE HARDWARE AND SOFTWARE AVAILABLE
WE ALSO STOCK JAP ANIMATION *VIDEOS* AND *MODELS* (SF II, DB 2)

ARCADE ACTION

VIRTUA FIGHTERS

BY SEGA
BEAT-'EM-UP
1-2 PLAYERS

Virtua Fighter

It's that time of year when quaint old piers and leisure establishments wind down after their Christmas operations and look ahead into the misty, hazy future to see what arcade games us lot are gonna be playing next summer. CVG forced itself to take an afternoon off work and raced down to the new arcades on display at the Novotel in Hammersmith, London to see what's new in 1994...

When someone is beaten the screens slowly spins and shows an all-angles replay. Tasty!

Wolf gets into a manly wrestle with Jeffry.

Kage is stunned by how good he looks on a 50 inch monitor.

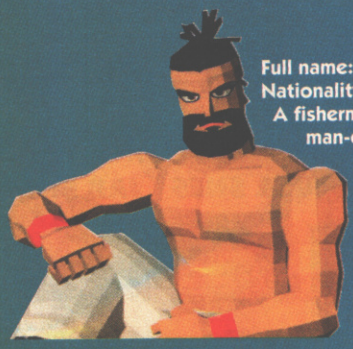
'If you can't beat 'em, don't try and copy 'em,' appears to be Sega's response to producing an alternative beat-'em-up to the Streetfighter II coin-op. And Virtua Fighter, with a price tag of around £14,000 is an alternative to SFII. To say the graphics are brilliant is an insult. They are brilliantly brilliant 64-bit and they animate very, very fluidly. The perspective changes often, moving above and zooming in and out to capture all the action.

Gameplay revolves around taking control of one player from a choice of eight, each with its own set of moves. The action takes takes place over either two or three bouts depending on personal preference. To beat an opponent

CHARACTER PROFILES

KAGE

Full name: Kagemaru
Nationality: Japanese
Kage's specialty is jujitsu. He's on a fighting tour throughout the world in order to annihilate the evil Syndicate that took his mother away and also killed his ninja father.



JEFFRY

Full name: Jeffry McWild
Nationality: Australian
A fisherman whose boat was destroyed by a man-eating shark, Jeffry is practising his technique in order to get revenge on the shark. Entering tournaments is also helping him to pay for his shipbuilding expenses.

JACKY

Full name: Jacky Bryant
Nationality: American
Jacky's recovering from an injury and uses his fighting skills to aid him in the investigation into the mysterious car race accident in which he was involved.

LAU

Full name: Lau Chan
Nationality: Chinese
Lau is said to be the world's best chef as well as the world's best fighter. He is promoting Chinese 'Kempo' which he believes to be the ultimate fighting art.

PAI

Full Name: Pai Chan
Nationality: Hong Kong
An action star in Hong Kong, Pai hates her father who's been in pursuit of his own ideals at the expense of his family, so she's challenged him to a fight.

SARAH

Full name: Sarah Bryant
Nationality: American
While investigating the car accident in which her brother was injured, Sarah was captured, hypnotised and trained by the Syndicate in its bid to try and get her to kill Jacky.

WOLF

Full name: Wolf Hawkfield
Nationality: Canadian
An Indian descendant, Wolf is a woodcutter turned pro-wrestler who has Herculean strength. Boasts he has never been beaten since his debut.

AKIRA

Full name: Akira Yuki
Nationality: Japanese
The only person to whom the ultimate martial art 'Hakkyokuken' is handed down, Akira is fighting his way around the world to test his skills.

either pummel them to pulp or knock them out of the ring to force a 'ring-out.' When one of the characters is knocked down you are treated to a smack-in-the-mouth vision replay reminiscent of the replay on Hard Drivin'. Bit of a gimmick but it looks great.

In our opinion Virtua Fighter doesn't have the long lasting appeal of Streetfighter 2.

VERDICT

Virtua Fighter is stunning to look at, however, there's no long lasting gameplay here. I mean I could be wrong, but I played this game for over an hour and couldn't find any special moves to tempt me away from Streetfighter II. Also the controls don't feel very responsive, which can be irritating when playing against the computer. Apart from this the game also suffers from the infamous leg-sweep syndrome in that the same move (hit the punch and kick button at the same time cheat fans!) will dispense of enemies far too quickly, which means you don't get value for money. Sega should be praised for pushing back the boundaries of arcade games, as it did with the R-360, but that game was all look and no gameplay and sadly this is much the same.

RIK SKEWS

GRAPHICS	94
SOUND	78
GAMEPLAY	70
OVERALL	83

Southam, Warwickshire, CV33 ODL, U.K. Tel: 0926 814132

OCS Orion Computer Supplies Ltd

Office Hours:
Mon - Fri 9am - 5.30pm
Sat - Sun 10am - 4.30pm
After office hours
5.30pm - 10pm (ring 0850 799702)

Tel: 0472 362236 or 0850 799702 Fax: 0472 362166 (24hrs)

AMAZING, RIDICULOUS, STUPENDOUS, SILLY, CRAZY CHEAP PRICES!!

Special Christmas Offer - Buy 2 games from us and get the most expensive one for the same price as the same price as the cheaper one!!!

No.1 for the latest US & JAP SNES importsfor customer care - if you're happy, we are!!

USA SNES • JAP SNES • USA SNES • JAP SNES

CONSOLES
USA SNES (SCART)
1 PAD, ALL LEADS, TAKES USA/JAP CARTRIDGES
ONLY £115.00
SUPER FAMICOM (SCART)
1 PAD, ALL LEADS, ENGLISH INSTRUCTIONS, UK PSU
ONLY £150.00

N.B. Scart machines are 17.5% faster than UK PAL SNES, and also give a full screen of vision - NO BORDERS!!!

UNIVERSAL ADAPTOR
- PLAYS US/JAP GAMES ON YOUR UK SNES
- BEST QUALITY ADAPTOR ON THE MARKET
- PLAYS ALL DSP & SFX GAMES (MARIO KART, STARFOX)
- ALLOWS YOU TO PLAY ANY GAME ON ANY MACHINE

ONLY £11.00

USA SNES

ALIEN 3	£42.99
BTOADS IN BATTLEMANIACS	£45.99
BLUES BROTHERS	£47.99
20/20 BASEBALL	£51.99
CYBERNATOR	£43.99
CACOMA KNIGHT	£45.99
DOUBLE DRAGON	£43.99
DESERT STRIKE	£44.99
DUNGEON MASTER	£48.99
DIG 'N SPIKE VOLLY	£CALL
EVO	£49.99
FINAL FIGHT II	£49.99
FAMILY FEUD	£49.99
FATAL FURY	£44.99
GOOF TROOP	£49.99
HOME ALONE 2	£28.99
JURASSIC PARK	£CALL
KAWASAKI CHALLENGE	£44.99
LOST VIKINGS	£44.99
MARIO ALL STAR	£52.99
MARIO & WARIO	£CALL
MORTAL KOMBAT	£CALL
NIGEL MANSELL	£49.99
NFL FOOTBALL	£49.99
NCAA BASKETBALL	£43.99
OPERATION LOGIC BOMB	£CALL
SUPER SLAP SHOT	£49.99
SF II TURBO	£66.99
SUPER HIGH IMPACT	£43.99
TECMO NBA BASKETBALL	£48.99
TUFF E NUFF	£CALL
UTOPIA	£CALL
WHERE WORLD	£49.99
WOLF CHILD	£45.99
YOSHI'S COOKIE	£43.99

JAP FAMICOM

COMBATRIBES	£34.99
DRACULA	£38.99
DEAD DANCE	£57.99
DRAGONBALL Z 2	£59.99
F1 EXHAUST HEAT II	£54.99
FINAL FIGHT II	£39.99
JAKI CRUSH PINBALL	£35.99
KIKI KAI KAI	£48.99
POP N TWINBEE	£49.99
S FORMATION SOCCER 2	£55.99
SUPER ROBOT TAISEN	£64.99
SUPER BOMBERMAN	£53.99
TETRIS II	£55.99
RUSHING BEAT RUN	£45.99
PARODIUS	£38.99

Super Multi tap 5 player adaptor (for games like Super Bomberman, Super Formation Soccer 2 etc) only £25.99

WE ARE CHEAP - CALL TODAY FOR FRIENDLY SERVICE AND ADVICE!

CAPCOM JOYSTICK ONLY £59.00

SCART LEAD ONLY £9.50

SUPER ADVANTAGE ONLY £39.00

PAL BOOSTER ONLY £25.99

PRICE MATCHING 'Give us a try! We can usually beat other suppliers prices'

UK 3 PIN SNES PSI ONLY £11.99

UNIVERAL PRO PLAYS ALL £16.99

IF YOU CAN'T FIND SOMETHING THEN PLEASE GIVE US A CALL

SEND TO: ORION COMPUTER SUPPLIES LTD, FREE POST DC1332
(NO STAMP REQUIRED), GRIMSBY, SOUTH HUMBERSIDE, DN31 1BR

PLEASE RUSH ME THE FOLLOWING:

ITEM	PRICE	P&P	TOTAL
		GRAND TOTAL	

VISA SWITCH

YOUR NAME .....
YOUR ADDRESS .....
.....
YOUR TELEPHONE NO .....
CREDIT CARD NO ..... EXPIRY DATE .....
ISSUE NO (SWITCH) ..... SIGNATURE .....
CHEQUE ☐ P/O ☐ CREDIT CARD ☐ CARD TYPE .....

Please make cheques/PO's payable to: Orion Computer Supplies Ltd. Postage & Packaging:Please add £1.50/game title, £7.50/machines or £10/24 hr courier service. Overseas customers are welcome - please call for details. We reserve the right to change prices without prior notice. E&OE.

KT KONSOLES

world of the neo geo

GAMES TO COME

VISA

FATAL FURY SPECIAL . ART OF FIGHTING II
TOP HUNTER . VIEWPOINT/RE-RELEASE
MIRACLE ADVENTURE

MANY MORE GAMES ARRIVING DAILY OLDER TITLES ALWAYS IN STOCK

NEW RELEASES

SAMURI SHOWDOWN	CALL
3 COUNT BOUT	£165
FATAL FURY 2	£165
WORLD HEROES 2	£165
SUPER SIDEKICKS	£165
SENGOKU 2	£165
ART OF FIGHTING	£165

HARDWARE

SCART/PAL NEO GEO	£280
EXTRA STICK	£49
NEO GEO BAG	£39
MEMORY CARDS	£19
NEO T-SHIRT	£6.99
CARTRIDGE BOXES	£2.50
ART OF FIGHTING	£165

SNES NEW RELEASES

THE EMPIRE STRIKES BACK	£55
ALADDIN	£45
TURTLES TOURNAMENT FIGHTERS	CALL
CHAMPIONSHIP POOL	CALL
BOMBERMAN & TAP	£58
ACTRAISER II	CALL
ROCK 'N' ROLL RACING	£46
ZOMBIES	£43
GOEMAN 2	CALL
R-TYPE III	CALL
ART OF FIGHTING	CALL
SENSIBLE SOCCER	CALL

MEGADRIVE NEW RELEASES

STREETFIGHTER II	£50
NHL HOCKEY 94	£38
HAUNTING	£39
F-1	£38
FIFA EA SOCCER	£40
JOHN MADDEN 94	£40
ROBOCOP VS TERMINATOR	CALL
SONIC SPINBALL	CALL
LOTUS 2	CALL
ALADDIN	£39

EXCHANGE SERVICE
SAME CLASS EXCHANGE FEE: £5 - £15 PLUS P&P (REGISTERED POST)
EXAMPLE: NAM 75 FOR NINJA COMBAT = £5 + P&P (CLASS NO. 1)
A.S.O. II FOR SUPER SPY = £7+ P&P (CLASS NO. 2)
FATAL FURY FOR EIGHTMAN = £8 + P&P (CLASS NO. 3)
SOCCER BRAWL FOR BASEBALL 2 = £10 + P&P (CLASS NO. 4)
3 COUNT BOUT FOR SENGOKU 2 = £15 + P&P (CLASS NO. 5)
FOR FURTHER INFO PHONE OR FAX US. PRICES LISTS AVAILABLE ON REQUEST

NOW IN STOCK - 3DO & JAGUAR - PLEASE CALL FOR THE LATEST PRICE ON THESE AMAZING MACHINES

GAMES EXCHANGE SERVICE
WE ARE THE LARGEST STOCKIST OF SECOND HAND GAMES IN BRITAIN, AT PRESENT WE HAVE THE FOLLOWING AMOUNT OF GAMES IN STOCK:
OVER 200 MEGADRIVE, OVER 200 SNES, OVER 50 NEO-GEO
TO FIND OUT WHAT TITLES WE HAVE IN STOCK PLEASE PHONE. ONCE YOU HAVE CHOSEN YOUR GAME - WE'LL RESERVE IT FOR YOU - THEN ALL YOU HAVE TO DO, SEND US YOUR UNWANTED GAME RECORDED DELIVERY - IT COULDN'T BE EASIER!

WE ALWAYS HAVE NEW & USED CONSOLES IN STOCK - PLEASE CALL FOR PRICE

SPECIALS

PC ENGINE STREETFIGHTER II CE	£49
SNES STREETFIGHTER TURBO JAP	£39
SNES SUPER BOMBERMAN JAP	£39
SNES SUPER FAMILY TENNIS JAP	£39

8-BIT MACHINES, HAND HELDS, MEGA CD, DUO CD'S, ALSO CATERED FOR

KT KONSOLS TEL/FAX 0847 66949
26 PRINCES STREET, THURSO,
CAITHNESS LW14 7BQ
OPEN MONDAY TO SATURDAY
10AM - 6PM

CONSOLE CONNECTIONS TEL/FAX 0736 331131

SEGA MEGADRIVE 2 (UK) SALE PRICE £79.99

SEGA MEGADRIVE (UK)

SEGA MD 2 + CD 2 (UK) + ROAD AVENGER £279.99

Aladdin	£39.99
Asterix	£34.99
Chuck Rock 2	£39.99
Cool Spot	£37.99
Double Clutch	£24.99
F1 Racing	£42.99
Gods	£34.99
Gunstar Heroes	£34.99
International Rugby	£39.99
Jurassic Park	£36.99
Mig 29	£29.99
Muhammed Ali	£24.99
Mutant League Football	£19.99
Ranger X	£36.99
Robcop Vs Term	£42.99
Rocket Knight Adv	£32.99
Sensible Soccer	£34.99
Shinobi 3	£36.99
Techno Clash	£29.99
Wiz 'N' Liz	£34.99
WWF Royal Rumble	£42.99
Sonic Spinball	£38.99
Street Fighter II	£52.99
SF II + 6 Button Pad	£66.99
6 Button Pad	£14.99
EA Soccer	£39.99

IF IT'S NOT LISTED PLEASE CALL

USED GAME STOCK CLEARANCE 100'S OF SEGA MEGA DRIVE & SUPER NINTENDO GAMES FROM £10 PLEASE CALL

SNES USA CONSOLE (SCART) £119.99

SUPER NINTENDO

UK CARTS

Aero the Acrobat	£46.99
Aladdin	£46.99
Asterix	£37.99
Bomberman	£39.99
Cliff Hanger	£34.99
Daffy Duck	£42.99
Flashback	£42.99
Lambourgini	£46.99
Lawnmower Man	£42.99
Jurassic Park	£46.99
Major Title	£42.50
Meglomania	£42.99
Mr Nutz	£42.99
Ranma 1/2	£42.99
Sensible Soccer	£Call
Sunset Riders	£42.99
Top Gear II	£42.99
Troddlers	£39.99
Zombies	£42.99

USA CARTS

Alien 3	£37.99
American Gladiators	£19.99
Battletoads	£29.99
Batman Returns	£37.99
Doomsday Warrior	£19.99
Fatal Fury	£29.99
Final Fight 2	£29.99
NHL 94	£49.99
Star Wars	£29.99
Tazmania	£29.99
Tom & Jerry	£19.99
Aladdin	£54.99
Pro Adaptor	£19.99
Standard Adaptor	£9.99

ATARI JAGUAR & SOFTWARE PLEASE CALL

RETAIL & MAIL ORDER: CONSOLE CONNECTIONS, UNIT 2, OLD BAKE HOUSE LANE, CHAPEL STREET, PENZANCE, CORNWALL TR18 4AE
10AM - 5.30PM SAME DAY DESPATCH £1.50 GAMES £6 CONSOLES
ORDER WITH CONFIDENCE FROM AN ESTABLISHED SHOP

Access VISA

IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.

A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

CHEAT MODE

Listen up, only the toffees are left in the tin of Quality Street, and the turkey was finished days ago, but do you care? While the rest of the family clears up the last of the Christmas chaos, you slink off to your room to check out these cheats to your favourite games. And if you've any New Year cheats then send them to: Cheat Mode, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MEGA DRIVE

ALADDIN

You'll be able to get rid of Jafar's henchmen easily once you key in these codes to give Aladdin infinite energy and lives.

FFEFFA0008	Unlimited energy
FFEFE10037	Unlimited apples
FF7E3C0033	Infinite lives
FFEFE30039	Always have nine gems

MEGA DRIVE

GLOBAL GLADIATORS

Give your hero everlasting energy, and find your way to the end of the game to boot.

FFFF4D000A	Stops the energy bar from decreasing

SNES

SUPER TENNIS

Not exactly the weather for tennis, so it's a good reason to sit in and play this version instead.

7E080240	Use with codes below to enable the player to control the boss player Don J (or Tomkin in the Japanese version) from the exhibition match.
7E084240	Use with above and below codes
7E088240	Use with above and below codes
7E08C240	Use with above codes

MEGA DRIVE

STEEL EMPIRE

Having problems gaining control of the empire? Well you won't if you try out these empirical codes...

FFCB71001E	Infinite energy
FFCB630003	Unlimited smart bombs
FFC870006E	Fewer enemies

SNES

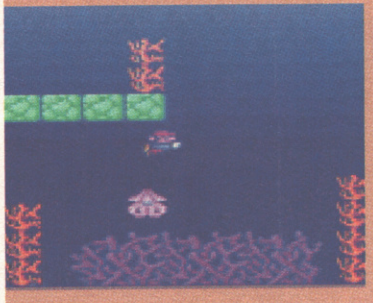
ZELDA III

If you're a Zelda fan, then these are for you...

7E005E16	Zelda walks faster than he runs
7E005EFF	Zelda runs through walls

For information about any of the SNES codes ring the Action Replay helpline on 0782 745990.

SNES



SUPER MARIO ALL-STARS – SUPER MARIO 3

This code will help you to be whoever you want to be in this Mario All-stars game.

7E00BB0X	Replace X with one of the following...

X	Function
1	To be Super Mario
2	To be Fire Mario
3	To be Racoon Mario
4	To be Tanooki Mario
5	To be Tanooki Mario
6	To be Hammer Throwing Mario
7	To be Swimming Mario (even above land)

Southam, Warwickshire, CV33 0DL, U.K. Tel: 0926 814132

CHEAT MODE

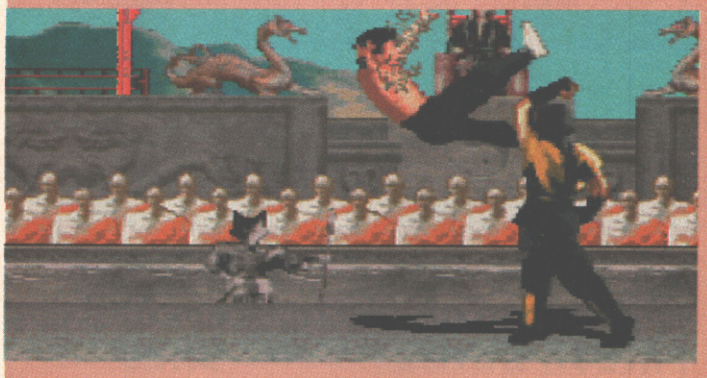
SNES

F ZERO

These codes should keep you in the winning stakes.

7E0D4004 Cross the star line and you win
7E0CF777 Doubles the size of other racers
7E00C200 Keeps the timer on 0,00,000 sceonds

SNES



MORTAL KOMBAT

Now surely you either got this or SF for Christmas. If it's the latter then you'll find some cheats elsewhere on the page, but MK fans should have some fun with these.

7E197208 Allows you to become Shang Tsung
7E03F4FF Turbo speed for player 2
7E04BD58 Use with codes below for infinite energy (player 1)
7E04C158 Use with above and below codes
7E04B9A1 Use with above codes
7E04BBA1 Use with codes for infinite energy (player 20)
7E04BF58 Use with above and below codes
7E04C358 Use with above codes

SNES

SUPER EMPIRE STRIKES BACK

Probably one of the games of '93, and these codes will help Luke do more than Skywalk.

7E01AC05 Infinite lives
7E0CF620 Infinite energy
7E0CF841 Gives Taun Taun infinite energy.
(You will need to turn the Action Replay off to kill some of the bosses.

MEGA DRIVE

TALMIT'S ADVENTURE

What are the codes that I need for this adventure? I don't know, but I know a man who does...

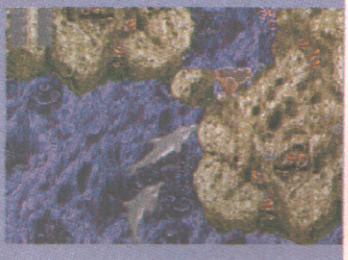
FFFC9C0009 Start off with 99 lives on all modes
FFFC9D0099 Gives you 99 lives permanently on all modes.
FFFC9D0009 Starts you off with eight lives on all modes
FFF60B0056 Makes Talmit invinsible for a few seconds at the start of each section or after losing a life or warping through a door.

For more information about any of the Mega Drive codes contact the Action Replay helpline on 0782 745992.

MEGA DRIVE

ECCO THE DOLPHIN

Probably the most famous dolphin in the world (after Flipper that is), may need these codes to help him save the world...



FFA61C00XX Replace XX for level select

XX	Level
01	The Undercaves
02	The Vents
03	The Lagoon
05	Ridgewater
08	Open Ocean
1A	Ice Zone
19	Hard Water
18	Cold water
04	Island Zone
06	Deep Water
15	Marble Sea
16	The Library
14	Deep City
17	City of Forever
0C	Jurassic Beach
0D	Pteredon Pond
0E	Origin Beach
0F	Trilobite Circle
10	Dark Water
11	The Machine
12	The Tube
1B	Final Fight

FFB8360011 Allows Ecco to swim through rock and around obstacles in certain parts on all levels.

MEGA DRIVE

STREETFIGHTER II

All Streetfighter fans who are getting parental grief over the SF music need this handy tip...

FFA3E70000 Turns off the music

MEGA DRIVE

KID CHAMELEON

Fans of the kid will be glad of the help these codes give

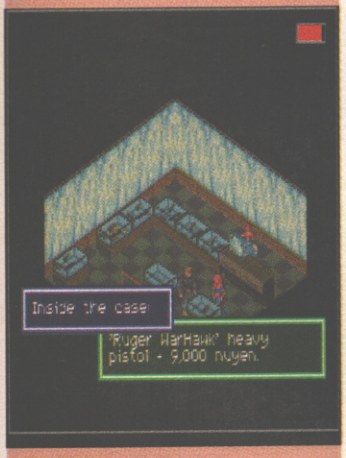
FFFC5F00XX **Replace XX with number of continues**

FFFC47000X **Start the game with selected man**

Replace X as follows:

X	**Level**
0	**Kid**
1	**Skater**
3	**Sword Man**
4	**Laser Man**
5	**Tank man**
6	**Knight**
7	**Head-butter**

SNES



SHADOW RUN

These codes should help you through this Blade Runner-esque, adventure style, cyber-punk shoot-'em-up

7E0A5A09 **Infinite cannons**

7E3C0FFF **16 Million Nuyen**

7E3C11DD **Infinite Karma**

SNES

ALADDIN

If you got this magical Disney platformer for Chrimbo, and you still haven't cracked all the levels then these should be of help...

7E036433 **Infinite lives**
7E036937 **Infinite apples**
7E036708 **Infinite energy**
7E036E01 **Start the game with the apple**
7E036E99 **Start the game with white gems**

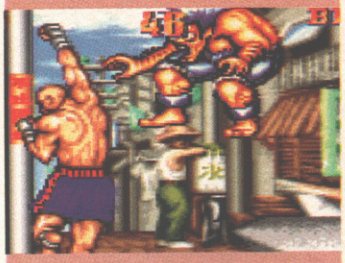
SNES

POCKY AND ROCKY

Not a bad game, but it has got a rather sad name, don't you think? Anyway these will be of some use to P&R fans.

7E006A03 **Infinite lives for Pocky**
7E006B03 **Infinite lives for Rocky**
7E006601 **Infinite smart bombs for Pocky**
7E006701 **Infinite smart bombs for Rocky**

SNES



STREETFIGHTER II TURBO

These will make you jump for more than joy

7E053310 **Super jump for player one**
7E073310 **Super jump for player two**

MEGA DRIVE

JURASSIC PARK

There won't be any problems dealing with the dinos from hell with this handy little code

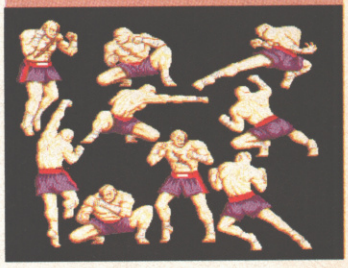
FF0054000A **Invulnerability**

SNES

STREETFIGHTER II

Just in case Santa was kind enough to give you the game everyone else was playing last year, and you don't know any cheats, here's one to be going along with

7E0D9949 **No charge time on flash kick**

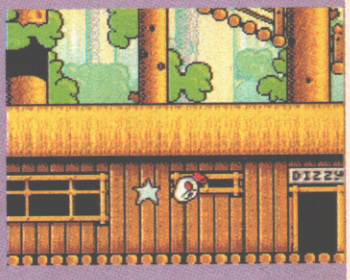


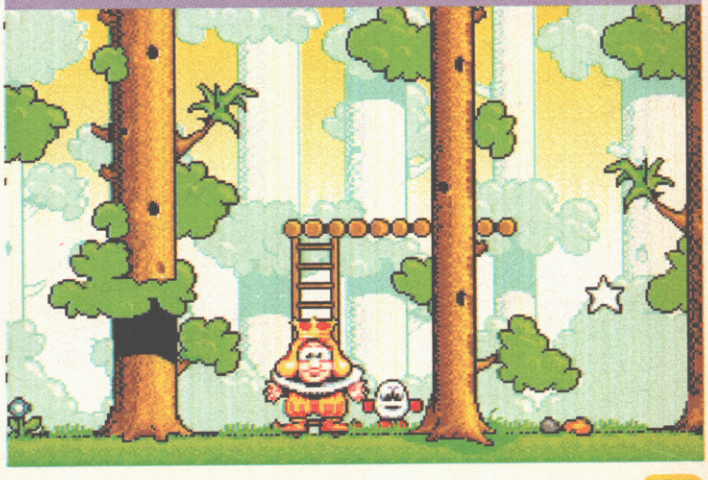
MEGA DRIVE

FANTASTIC DIZZY

How to get ahead with that crazy egg. Shouldn't be a problem with these couple of codes.

FF8149000A **Infinite lives**
FF81390000 **Invincibility**





CHEAT MODE

SNES

ASTERIX

Give the battling Gaul a hand with these codes for energy and lives.

7E5F003 Infinite energy
7E05F907 Timer stops
7E05FD03 Infinite lives

MEGA DRIVE

MORTAL KOMBAT

Now, do you want gore or no gore? Well here's the code (among others) for all the bloodthirsty readers out there

FFFF540006 Gore mode on
FFFA490001 No music
FFFF5A0040 Enemies do death moves
FFFF5A0040 Unlimited credits
FFAB8B0000 Unlimited rounds (impossible to win)
FFCABA0078 Fighters die on one hit
FFAB8B0002 Level skip
Enable this cheat before you start and you will advance through the battle plan without fighting Disable before the match you want to play

SNES

SUPER ADVENTURE ISLAND

Now if you're having a wee bit of troub' getting round this adventure in the time required, then try doing it again with this cheating code.

7E0D6C0C Infinite time

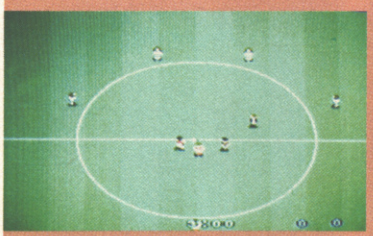
MEGA DRIVE

SPIDERMAN

The man who is to thieves what spiders are to flies will be a happy Web Slinger with the bonus of having an infinite amount of energy.

FFE71D0040 Unlimited energy.

SNES



KEVIN KEEGAN PLAYER MANAGER

This one lets you play the UK version on Japanese and US machines

07868680

MEGA DRIVE

ALTERED BEAST

This cheat will give you more lives than the proverbial cat, what do you think about that?

FFEB120000X Replace X with the number of lives you want

SNES

JURASSIC PARK

The amusement park where it all went horribly wrong; well this code should stop you becoming a permanent dino burger.

7E02A304 Infinite lives

MEGA DRIVE

KING OF THE MONSTERS

If you need some help getting rid of the monsters then try these not-at-all-monster friendly cheats

FF3B8D0009 Infinite power bar
FF3B37003C Infinite energy bar

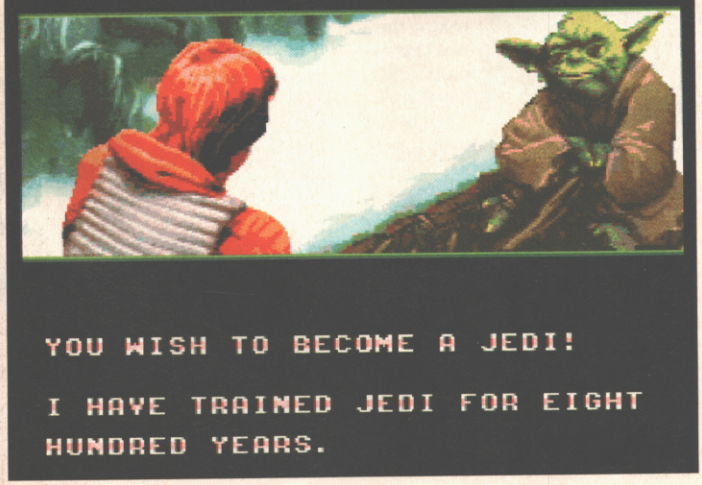
There's one thing we love about getting mail at CVG and that's receiving all your hints and tips. And there's one thing we hate about the mail too – opening all those bloody envelopes, but luckily we've employed someone to do all that for us, so you can send as many of the bleeders in as you like – 'keep our mailman busy', that's what we say!

SNES

SUPER EMPIRE STRIKES BACK

Over to Daniel Andrew of Ridgeway Road in Kettering, Northants for this set of cheats.

Level 1/2	No code
Level 3	WDWDWB
Level 4	CSPTNP
Level 5	NSRSCL
Level 6	WFBJTB
Level 7	HMGPWJ
Level 8	LDGLTJ
Level 9	LLJFBG
Level 10	WLJWDN
Level 11	WBWHRW
Level 12	NCCG3P
Level 13	GLTTDJ
Level 14	GJBHNF
Level 15	MCDGRJ
Level 17	NGMSJB
Level 18	RLMSWJ
Level 19	MBRCGB
Level 20	SWPMSS

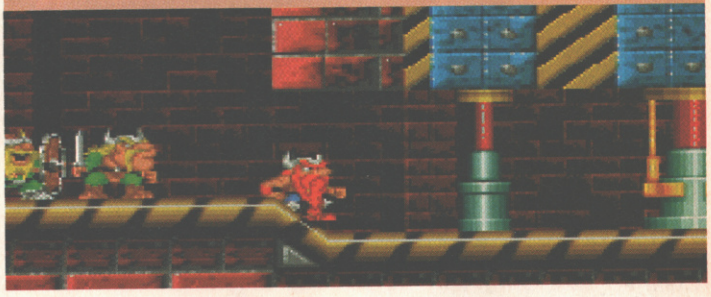


SNES

THE LOST VIKINGS

David Anderson from Hodthorpe in Nottingham is a gentleman and a SNES fan, as you can see by all these Viking codes that he's sent in to us...

Level 1 – GR8T
Level 19 – BTRY
Level 2 – TLPT
Level 20 – JNKR
Level 3 – GRND
Level 21 – CBLT
Level 4 – LLM0
Level 22 – H0PP
Level 5 – FL0T
Level 23 – SMRT
Level 6 – TRSS
Level 24 – V8TR
Level 7 – PRHS
Level 25 – NFL8
Level 8 – CVRN
Level 26 – WKYY
Level 9 – BBLS
Level 27 – CMB0
Level 10 – VLCN
Level 28 – 8BLL
Level 11 – QCKS
Level 29 – TRDR
Level 12 – PHR0
Level 30 – FNTM
Level 13 – C1R0
Level 31 – WRLR
Level 14 – SPKS
Level 32 – TRPD
Level 15 – JMNN
Level 33 – TFFF
Level 16 – TTRS
Level 34 – FRGT
Level 17 – JLLY
Level 35 – 4RN4
Level 18 – PLNG
Level 36 – MSTR



SNES

ZOMBIES

Martin Wilkinson from Saint Paul's Road in Worksop, Nottingham, is a Zombies fan, in fact he's a serious fan as you can see by these codes

7E1CB80A – Unlimited energy
7E1CCC99 – Squirt Gun
7E1CD899 – Soda Cans
7E1CCE99 – Extingusher
7E1CD699 – Bazooka
7E1CF499 – Weed Killer
7E1CD099 – Martian Gun
7E1CDC99 – Ice Pops
7E1CDA99 – Tomatoes
7E1D0E99 – Unlimited Speed Boots
7E1D1E99 – Unlimited Skull Keys
7E1D1099 – Unlimited Red Monster Potion
7E1D1299 – Unlimited Blue Ghost Potion
7E1D1499 – Unlimited Black Random Potion

Warwickshire, CV33 0DL, U.K. Tel: 0926 814132

PREVIEW

SNES

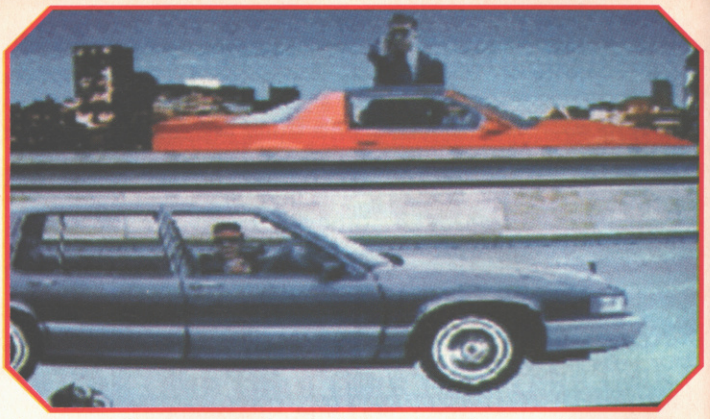
by KONAMI

£74.99

MARCH

Stage of Development

90% Complete



Background scenery can be shot at, such as these car tyres, but unless you've got a deathwish, stick to shooting the bad guys.

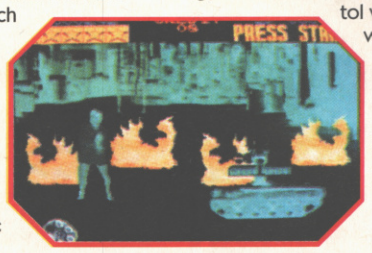
The graphics look faithfully to the arcade, though the speech was a little muffled in the version I played.

LETHAL ENFORCERS

It went down a storm on the Sega machines last year, so will the SNES version do the same in 1994?

The first level takes place during a bank robbery. Watch out for those innocent bank staff and civilians, because if you hit them you will find you lose energy (not to mention any chance of promotion).

It's up to you as a rookie cop to take your newly acquired shooting skills, and put them to the test against the most dangerous criminals around in Lethal Enforcers on the SNES. The first bunch of crims you encounter are in the middle of a bank robbery; other shoot outs include a downtown assault, a hijack, tracking gunrunners and the final confrontation: a chemical plant that's been sabotaged. It's not just on foot that you'll be shooting at the villains, though, because some of the scenarios take place during high speed car chases.



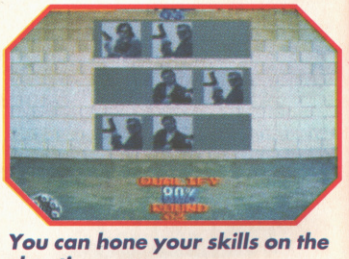
Will the flames get you before the bullets do?

Stop or my mom will shoot

To progress through the game from a humble patrolman to a commander you'll need all your gun-toting ability. The game can be played adequately with a standard SNES joypad but to get the most from the cart a light pistol will be included with the final package. It's reloaded simply by pointing the gun away from the screen and pressing fire.

Spent weapon

Konami realises that the price of the cartridge with the plastic pistol is expensive, so it intends to release further games in the future that will be compatible with the gun. Lethal Enforcers is shaping up to be one hot blast and you can be sure we'll be taking a closer look come March time when it's released.



You can hone your skills on the shooting range.

The game's very playable with a joypad, but if you want that arcade feeling nothing beats the gun that comes with the game...

...Unfortunately the accompanying gun is only a plastic pistol, and not one of the later pick-ups that are available like Uzis and rocket launchers!

PREVIEW

MEGA-CD

by SONY

£TBA

FEBRUARY

Stage of Development

85% Complete

Each time you play Ground Zero you can influence the plot by what you do. Killing this chap will affect everything that follows.

You can never really tell if someone is about to shoot you or not. Wait before you blast opponents, or you'll get a penalty.

GROUND ZERO TEXAS

Probably the most expensive game ever made is about to hit the Mega-CD. Could this be the game to save the hardware?

Ground Zero Texas is another of those 'movie' games, except this one's been shot exclusively for the Mega-CD, for the staggering sum of around $3 million. It's been developed by Digital Pictures who gave you Sewer Shark, and the director is Dwight Little, whose credits include Halloween 4 and Home Alone. The game gives you 70 minutes of movie to interact with and the action is basically a shoot-'em-up.

The story goes that you're an agent investigating disappearances in a Texas town. With the unfolding plot you discover that aliens are to blame, and that they're preparing to invade your planet. You must destroy the initial invasion gang before they can establish a base.

Watch out for imposters who often pretend to be in trouble and lure you in.

Graphic violence

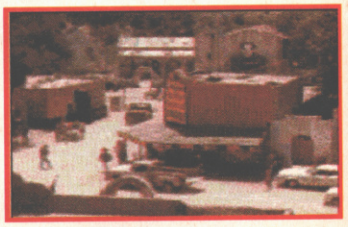
The game appears to play very much like Mad Dog McCree in its feel, and the action seems fast and smooth enough to be exciting. The game's makers, quite impressively and boldly, are making the claim that you will never encounter the same sequence twice. If true, this could be a real interactive game.

Various characters will be found, some of which will prove valuable sources of information while others will simply deceive you.

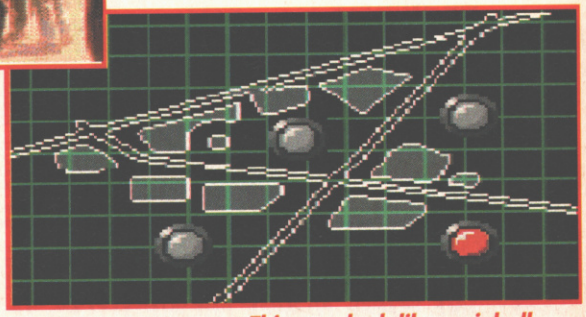
Your main weapon is going to be a stun gun which isn't going to help much against the enemy, so one of the missions will be to locate the alien's arsenal. Most of the other scenarios will have a similar practical theme.

What we've seen of Ground Zero to date looks pretty good, so keep watching this space until we hear more!

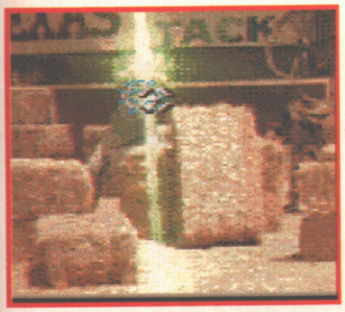
Shooting isn't as difficult as it seems. At least you can move diagonally, unlike the 3DO!



Just one of the view points which are available from the multiple camera set-up.



This may look like a pinball table but it's actually your map showing the various bases.



Nice graphical effects are overlaid on the video clips.

FOR MORE INFORMATION PLEASE CONTACT:
a license. N.E.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Co. Ltd in any way.

BOVIS HOUSE
Victoria Road
Hartlepool
Cleveland
TS26 8DB
TEL.: (0429) 869459
FAX: (0429) 274660
Open 9.30am - 5.00pm Weekdays
& 9:30am - 5:00pm Saturday

Dream MACHINES 2

Please Add £10.00 Delivery For Consoles
(Next Day Courier Service)
£1.50 For Games & Accessories
£3.00 For Joysticks
(First Class Recorded Delivery)
Fully Computerised Stock Control & Despatch

ORDERS PLACED BEFORE 4PM WILL BE DESPATCHED THE SAME DAY

MEGA DRIVE TOP 20

1	ALADDIN	SEGA/VIRGIN/DISNEY	16M	UK	£42.95
2	STREET FIGHTER 2: S.C.E.	CAPCOM	24M	UK	£52.95
3	TREASURE LAND	SEGA (TREASURE)	8M	JAP	£39.95
4	F-1	DOMARK	8M	UK	£39.95
5	DASHIN' DESPERADOS	DATA EAST	8M	USA	£39.95
6	GAUNTLET IV	TENGEN	8M	USA	£39.95
7	GUNSTAR HEROES	SEGA (TREASURE)	8M	UK	£34.95
8	LETHAL ENFORCERS (INC. GUN)	KONAMI	CD	USA	£52.95
9	AERO THE ACROBAT	SUNSOFT	8M	USA	£39.95
10	ROLLING THUNDER 3	NAMCOT	12M	USA	£44.95
11	JOE MONTANA CD	SEGA	CD	USA	£47.95
12	MORTAL KOMBAT	AKKLAIM (PROBE)	16M	UK	£42.95
13	LAND STALKER	SEGA (CLIMAX)	16M+BB	UK	£ CALL
14	ROCKET KNIGHT ADVENTURES	KONAMI	8M	UK	£34.95
15	MONKEY ISLAND	JVC-VICTOR	CD	USA	£ CALL
16	SONIC CD	SEGA	CD	UK/JAP	£ CALL
17	FANTASTIC DIZZY	CODEMASTERS	8M	UK	£36.95
18	CHUCK ROCK 2	CORE	8M	UK	£39.95
19	JURASSIC PARK	SEGA	16M	UK	£42.95
20	HAUNTING	EA	16M	UK	£42.95

SUPER NES TOP 20

1	CLAY FIGHTERS	INTERPLAY	16M	USA	£CALL
2	ACTRAISER 2	ENIX	12M	USA/JAP	£CALL
3	EMPIRE STRIKES BACK	JVC (LUCASARTS)	12M	USA	£54.95
4	AERO THE ACRO-BAT	SUNSOFT	8M	USA	£44.95
5	ROCK 'N' ROLL RACING	INTERPLAY	8M	USA	£44.95
6	SUPER BOMBERMAN PARTY PACK	HUDSON SOFT	8M	USA	£59.95
7	ZOMBIES ATE MY NEIGHBOURS	KONAMI	8M	USA	£44.95
8	ART OF FIGHTING	TAKARA	16M	JAP	£CALL
9	SECRET OF MANA	SQUARE SOFT	16M + BB	USA	£54.95
10	3D F-1: FINAL STRETCH	LOZC	12M + DSP	JAP	£CALL
11	7TH SAGA	ENIX	16M + BB	USA	£49.95
12	RUN SABRE		8M	USA	£44.95
13	MACROSS 2036		8M	JAP	£CALL
14	LEGEND OF THE RINGS	ELECTRO BRAIN	8M	USA	£44.95
15	MORTAL KOMBAT	AKKLAIM	16M	UK/USA	£49.95
16	STREET FIGHTER 2 TURBO	CAPCOM	20M	UK/USA	£54.95
17	SUPER CAESAR'S PALACE	VIRGIN	8M	USA	£44.95
18	REN 'N' STIMPY		8M	USA	£44.95
19	KEVIN KEEGAN PLAYER MANAGER	ANCO	8M	UK	£39.95
20	SHADOW RUN	DATA EAST	8M + BB	USA	£49.95

NEW MEGADRIVE GAMES

THUNDERHAWK (CD)	CORE	NOV.
REBEL ASSAULT (CD)	LUCASARTS	NOV.
AX-101 (CD)	MICRONET	NOV.
COOL SPOT (CD)	VIRGIN	NOV.
DUNE (CD)	VIRGIN	NOV.
SPIDERMAN (CD)	SEGA	$29.95
VIRTUA RACING (DSP CHIP)	SEGA	NOV/DEC
WWF2: ROYAL RUMBLE	AKKLAIM	$CALL
KICK BOXING	LORICIEL	$29.95
TMNT: TOURNAMENT FIGHTERS	KONAMI	NOV.
INDIANA JONES	SEGA	$CALL
SONIC SPINBALL	SEGA	NOV.
FIFA INTERN'L SOCCER	EA	NOV/DEC

OTHER BEST SELLING MEGADRIVE TITLES

NHL HOCKEY '94 ULTIMATE SOCCER GENERAL CHAOS
RANGER-X SHINOBI III BART'S NIGHTMARE HOOK
WIMBLEDON TENNIS CHAMPIONSHIP BOWLING SILPHEED
SPIDERMAN & THE X-MEN KEIO FLYING SQUADRON MIG-29
JUNGLE STRIKE TWO TRIBES

...CALL FOR PRICES

ADVANCE ORDERS TAKEN ON **JAGUAR 3DO** AND ALL NEW GAMES

STREET FIGHTER II

ACCESSORIES NOW IN STOCK:
MUSIC CD KEY RINGS
WATCHES 3-D POSTERS

MEGA-CD (JAP) GAMES

AFTERBURNER III	£24.95
ANNETTE AGAIN	£44.95
BARI-ARM	£47.95
DEVASTATOR	£49.95
DYNAMIC GOLF (NEW)	£44.95
EARNEST EVANS	£24.95
F-1 CIRCUS CD	$ CALL
FINAL FIGHT	£29.95
KYO'S FLYING SQUADRON	£47.95
NINJA WARRIORS	£24.95
NOBUNGA & HIS NINJA FORCE	£29.95
SEGA GOLF CLASSICS	$CALL
SOL-FEACE	£29.95
SUPER LEAGUE '93	£49.95
THUNDERSTORM FX	£29.95

ALL MEGA CD GAMES ARE FROM JAPAN OR THE USA - WE DO NOT STOCK UK TITLES!
TO PLAY OUR GAMES ON A UK SYSTEM, YOU NEED A CDX PRO CONVERTER

SEGA CD (USA) GAMES

BATMAN RETURNS	£39.95
C&C MUSIC FACTORY	$CALL
DRACULA	$CALL
ECCO THE DOLPHIN	£36.95
HOOK	£36.95
JOE MONTANA CD	$CALL
NIGHT TRAP	£39.95
SEWER SHARK	£44.95
SPIDERMAN	$CALL
TERMINATOR CD	$CALL
THUNDERHAWK	$CALL
WILLY BEAMISH	£41.95
WONDERDOG	£36.95

TURBO DUO (CD) GAMES

CASTLEVANIA X	KONAMI	$CALL
COTTON	HUDSON	£42.95
CREST OF WOLF	HUDSON	£49.95
DOUBLE DRAGON II	NAXAT/TECHNOS	£44.95
DRAGON SLAYER	HUDSON/FALCOM	£39.95
DUNGEON MASTER	JVC/T.T.I.	£41.95
EXILE 2	WORKING DESIGNS	$CALL
GRADIUS II	KONAMI	£54.95
HORROR STORY	NEC/TOAPLAN	£44.95
HUMAN SPORTS FESTIVAL	HUMAN	£34.95
JIM POWER	LORICIEL	£44.95
LOOM	LUCAS ARTS	£39.95
LORDS OF THUNDER	HUDSON/RED	£41.95
MYSTIC FORMULA (NEW)	MICRO CABIN	£49.95
MARTIAL CHAMPIONS	KONAMI	$CALL
NAXAT SOCCER	NAXAT	£29.95
POWER GOLF 2	T.T.I.	$CALL
RAINBOW ISLANDS (NEW)	TAITO	£49.95
RALLY CHAMPION	INTEC	£49.95
SHADOW OF THE BEAST	PSYGNOSIS	£36.95
SNATCHER	KONAMI	$CALL
WORLD HEROES	WORKING DESIGNS	$CALL

FATAL FURY 2 + ARCADE CARD COMING SOON...PLEASE CALL

TURBOGRAFX-16 GAMES

AIR ZONK	HUDSON SOFT	£37.95
BOMBERMAN '93	HUDSON DOFT	£39.95
DARKWING DUCK	NECT/RADIENCE	£37.95
DEAD MOON	NATSUME	£34.95
DEVIL'S CRUSH	NAXAT/RED	£29.95
FALCON	S. HOLOBYTE	£36.95
FINAL LAP TWIN	NAMCOT	£24.95
JACKIE CHAN	HUDSON SOFT	£34.95
LEGENDARY AXE II	RED/ATLUS	£29.95
LEGEND OF HERO TONMA	IREM	£36.95
NEUTOPIA II	HUDSON	£36.95
NEW ADVENTURE ISLAND	HUDSON	£36.95
ORDER OF THE GRIFFON	HUDSON	£36.95
SPLATTERHOUSE	NAMCOT	£34.95
TIME CRUISE	FACE	£37.95

PC ENGINE (GT) GAMES

BOMBERMAN '93	HUDSON SOFT	£39.95
FINAL SOLDIER	HUDSON SOFT	£16.95
GRADIUS	KONAMI	£24.95
PC KID 3		£47.95
STREET FIGHTER II: C.E.	NEC AVENUE	£64.95
TWIN BEE	KONAMI	£39.95

PLEASE CALL FOR MORE NEW & USED TITLES

NEW SUPER NES GAMES

MYSTICAL NINJA 2	KONAMI
SUZUKA 8-HOURS	NAMCOT
MEGAMAN X	CAPCOM
FATAL FURY 2	TAKARA
CLAYMATES	INTERPLAY
CLIFFHANGER	SONY
EQUINOX	SONY
CHUCK ROCK 2	CORE
ROBOCOP V'S TERMINATOR	INTERPLAY
SENGOKU	TAKARA
T2: JUDGEMENT DAY	AKKLAIM
BREATH OF FIRE (JAP-RPG)	CAPCOM
MADARA 2 (JAP-RPG)	KONAMI
FATAL FURY 2	TAKARA
JURASSIC PARK	OCEAN
ZOKU: LEGEND OF BISHIN	MAGNIFACT
CD F-1: FINAL STRETCH	
MACROSS	
CD BASEBALL (INC. DSP CHIP)	JALECO
EMPIRE STRIKES BACK	JVC (LUCASARTS)
PLOK!	TRADEWEST
TMNT: TOURNAMENT FIGHTERS	KONAMI
SIM ANT	MAXIS

CALL FOR DATES & PRICES

SCART GAMES ADAPTER - PLAYS ALL LOCKOUT GAMES ON YOUR PAL UK MEGADRIVE OR SNES
ONLY £14.95

NEO-GEO GAMES

3 COUNT BOUT	106 MEG	£169.95
ART OF FIGHTING	102 MEG	$ CALL
BASEBALL STARS 2	68 MEG	£119.95
FATAL FURY	54 MEG	$ 99.95
FATAL FUTY 2	106 MEG	£169.95
KING OF THE MONSTERS 2	74 MEG	$ CALL
REACTOR	? MEG	$ CALL
SAMURI SHOWDOWN	128 MEG	£169.95
SENGOKU 2	74 MEG	£169.95
SOCCER BRAWL	46 MEG	£109.95
SUPER SIDEKICK	54 MEG	£159.95
VIEWPOINT	74 MEG	$ CALL
WORLD HEROES 2	146 MEG	£179.95

*** GAME ACCESSORIES ***

SEGA 6-BUTTON PAD (JAP - SMALL)	£16.95	'WINGS' UNIVERSAL CONVERTER (SNES)	£14.95
SEGA 6-BUTTON PAD (USA - LARGE)	£16.95	CITY BOY (6 BUTTON - LIKE APOLLO)	£39.95
SEGA TAP (4-PLAYER)	£27.95	SUPER ADVANTAGE STICK (BY ASCII)	£39.95
SEGA MOUSE (WORKS AS TRACKERBALL)	£32.95	KONAMI HYPERBEAM (INFRA-RED)	£39.95
POWER CLUTCH (SUPER JOYSTICK)	£32.95	CAPCOM FIGHTING STICK	£59.95
ASCII PAD (MEGADRIVE OR SNES)	£18.95	CAPCOM INFRA-RED UNIT	£36.95
SG-8 PAD II (TURBO & SLOW MOTION)	£13.95	SUPER MULTI TAP	£29.95
SF-3 PAD (FOR UK SNES)	£16.95	MASTER GEAR CONVERTER	£14.95
GG RECHARGEABLE BATTERY PACK	£32.95	POWER SUPPLY UNIT	$ 8.95
TURBOGRAFX - PC ENGINE CONVERTER	£16.95	STEREO ACTIVE SPEAKERS	$ 9.95
DUO TAP (5-PLAYER)	£22.95	PRO ACTION REPLAY (MEGADRIVE OR SNES)	£36.95
PC ENGINE/DUO 6-BUTTON PAD	£34.95	CDX PRO CONVERTER	£36.95

IMPORT PRICES SUBJECT TO CHANGE DUE TO EXCHANGE RATES

GAME FAN *Magazine* **FROM USA**
COVERAGE FOR:
MEGADRIVE/GENESIS
SUPER NES/SUPER FAMICOM
TURBOGRAFX-16
GAME GEAR & LYNX
NEO-GEO & 3DO
£3.00

WE HAVE MANY MORE TITLES THAN WE CAN LIST HERE, SO IF YOU CAN'T SEE WHAT YOU ARE LOOKING FOR PLEASE GIVE US A CALL!

TRADE ENQUIRIES WELCOME

EXPORT ENQUIRIES WELCOME

PREVIEW

SNES

by KONAMI

£TBA

MARCH RELEASE

Stage of Development

99% Complete

Just one of the many guardians in the game. This one may be big, but it only takes one fully charged shot to kill him.

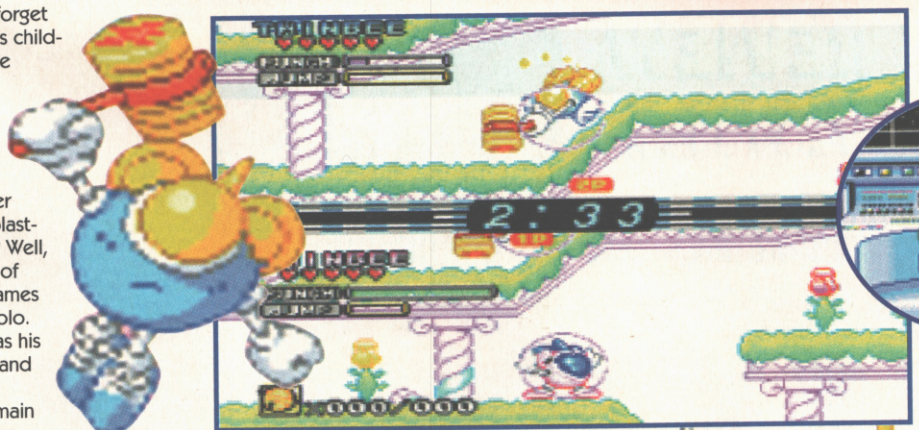
Keeping your finger on jump will charge up enough power to launch into flight in any direction. Any baddies in your path get destroyed.

TWINBEE RAINBOW BELL ADVENTURE

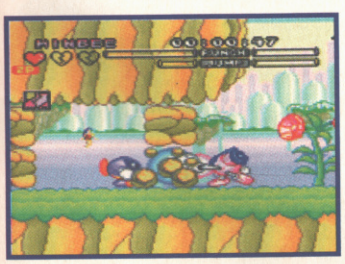
Konami's latest platform game is far too cute. Could it be time to dump your teddy?

Who can forget Konami's childishly cute shoot-'em-up, Pop 'n' Twinbee? Some of you may also recall Parodius, another cutesy Konami blast-up. So what eh? Well, the primary star of both of these games has now gone solo. Yep, Twinbee has his very own game and this time he's entered the domain of platform action.

Twinbee's adventure involves him jumping, flying, running, punching and blasting all manner of baddies in his search for bells on the way to an exit for each stage. Apart from the ones you collect, bells may also be dropped when baddies are destroyed, with different colour bells providing various power-up options (as in Pop 'n' Twinbee).



In battle mode both players have to locate each other and bash the other up.



Keeping your finger on the punch button will charge up sufficient power to demolish objects in your path.

Little fluffy clouds

The game seems more of a simultaneous two-player effort however, for which you get the choice of two other Twinbee look-a-likes. Teamwork is very important, for if one character goes off the screen the other player can still move blindly (very odd), and you can switch control by hitting 'select'.

One feature of the game is an additional battle mode where the screen splits and both players have to try and smash the nuts out of each other, though what point this serves is not clear.

What else? Speed seems to be good with some hi-speed ramp runs. The bosses are also quite original (if a little easy), and you get plenty of levels, on the whole this game is looking pretty good. ●

You can smash through the scenery to create your own paths and discover new bells.

PSSST!

WANNA CATCH THE ONLY PREVIEW OF VIRTUA RACING THIS MONTH?

HOW ABOUT A SIX PAGE PREVIEW OF SONIC 3?

THE ONLY REVIEW OF CASTLEVANIA IN AN 8 PAGE BOOK?

MEAN MACHINES SEGA

SO FAR AHEAD, IT'S FRIGHTENING.

PREVIEW

PC

by GREMLIN

£39.95

OUT NOW

Stage of Development

100% Complete

As you might imagine, Mutt doesn't want to wake this feller up – he's bad enough when he snores!

Gremlin's devillish dude might have taken a while to appear, but he's about to make one hell of an entrance...

Litil Divil

Battle with the guardian to enter the game.

Now you'd have to be a bit of a nutter to want to go through that door!

Save the mermaid from the piranhas of doom!

They managed it with a ninja ant from the Nth Dimension, now Gremlin hopes to make a star out of an apprentice devil with an eye for pizza! Mutt is his name, and he's the 'lucky' feller who's been volunteered to enter The Labyrinth for the annual search for pizza! What devils are doing scoffing pizza is beyond us, but that's the story and Gremlin seems to be sticking to it.

Anyway, the game is essentially a maze affair, picked out in glorious second-person perspective 3D, with you controlling Mutt, guiding him to the special rooms on each of the five sprawling stages. It's in these special rooms where all the real action is hidden in, as they contain arcade-style puzzle games which Mutt has to complete in order to receive the keys that will take him to the later, more demanding stages of the game.

Still waiting

We've been waiting for Litil Divil for, ooh, forever, and it doesn't look as though it's going to disappoint. As you can see from these shots, the graphics are gorgeous – the 3D sections scroll smoothly, and there's all manner of enemies to overcome. And while the maze game itself could get dull, the whole package is given that bit extra thanks to the various subgames which include sumo wrestling bouts, leaps over sinking stepping stones and walks over disappearing platforms, all picked out in fine isometric 3D. Litil Divil's a bit of a treat – check it out. ●

Every time you take a step, part of the platform changes on this level so be careful.

Not only do the stepping stones sink, but a big slimy monster rises up to grab you, too.

PREVIEW

MEGA DRIVE

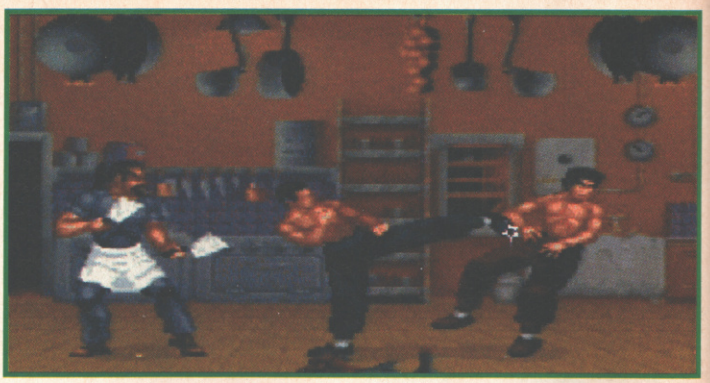
by VIRGIN

£TBA

JULY

Stage of Development

30% Complete



Dragon is quite unique because it will allow you to fight two opponents at once. This sounds mighty fab' to us.

As you progress you will actually improve your moves automatically, with smoother more effective attack combinations.

Bruce devoted his life, and died in the quest for, physical perfection. Can Virgin keep his spirit alive in this huge 30 meg game?

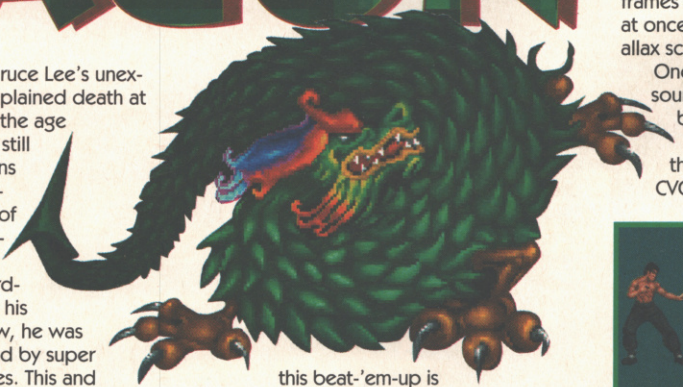
DRAGON

This chap is the dude who's said to have haunted Lee's mind.

Here are some of the Brucie sprites, apparently he has a massive 36 combat moves.

The attention to detail on the sprites shows the care that's been taken with the game.

Bruce Lee's unexplained death at the age of 32 still remains somewhat of a mystery. According to his widow, he was actually killed by super natural forces. This and other Brucie experiences were recently covered in the recent biopic, Dragon. If you've seen the film and thought that it was a bit too lovey-dovey for you worry not, because Virgin is releasing the official game which will return to what Bruce was all about – fighting!



Meanest

In the game Dragon you'll find yourself challenging 12 opponents, including characters from the film and the Phantom, who is said to have killed him. What's impressive about this beat-'em-up is that you fight two opponents at once, which appears to work brilliantly.

There's going to be 36 fighting moves to learn, and Bruce's tutor, Yip Man, will help you out. We've also been promised that as you progress the moves will be adapted to swifter techniques, which could give the game some unique depth.

Biggest

Dragon is going to be the biggest ever beat-'em-up (we're told) and that's due to the masses of animation frames and sprites that are on screen at once, not to mention layers of parallax scrolling.

One final note for music fans, the sound effects and music are being composed by Allister Brinble of Team 17 fame, and that's just one other reason why CVG can't wait for this game. ●

All the characters you face will have intelligence levels.

Here are a few sprites from one of the opponents. There are heaps in the game.

AMIGA NEW! AMIGA 1200 PACKS AMIGA CD32 CONSOLE

FROM SILICA – THE UK's No1 AMIGA SPECIALISTS

FREE! FROM SILICA

CHAOS! PACK

From December 1st 1993, when you buy your Amiga from Silica, at our advertised prices, we will give you one or more FREE GIFTS. The gifts include the new Chaos Pack, GFA Basic and Photon Paint II a total value of over £265. Check the panels on this ad to see which gifts come with each Amiga from Silica. CHAOS is the software pack of the year and is an Amiga Format Gold winner. It includes Chaos Engine, Nick Faldo's Championship Golf, Syndicate and Pinball Fantasies. ALL FOUR titles have been rated over 90% and won the coveted AMIGA FORMAT GOLD AWARD!

CHAOS ENGINE	£25.99
SYNDICATE	£34.99
PINBALL FANTASIES	£29.99
NICK FALDO'S CHAMPIONSHIP GOLF	£34.99
CHAOS PACK:	£125.96
GFA BASIC v3.5 - Powerful Basic Programming Language	£50.00
PHOTON PAINT II - Powerful Graphics Painting Package	£89.95
TOTAL VALUE:	£265.91

PLUS!

WORTH OVER £265

AMIGA 600 LEMMINGS PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE	–
BUILT-IN TV MODULATOR	–
DELUXE PAINT III	£79.99
LEMMINGS	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£431.93
LESS PACK SAVING:	£242.93
SILICA PRICE:	£189.00

1Mb RAM	PREVIOUSLY ~~£239~~	£189 INC VAT - AMC 0666
2Mb RAM	PREVIOUSLY ~~£289~~	£219 INC VAT - AMC 0666 + RAM 0565

AMIGA 600 WILD, WEIRD & WICKED

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
DELUXE PAINT III	£79.99
MICROPROSE GRAND PRIX	£34.99
SILLY PUTTY	£25.99
PUSH OVER	£25.99
FREE FROM SILICA (See Top Left)	£125.96
TOTAL PACK VALUE:	£492.91
LESS PACK SAVING:	£293.91
SILICA PRICE:	£199.00

1Mb RAM	PREVIOUSLY ~~£299~~	£199 INC VAT - AMC 0649
2Mb RAM	PREVIOUSLY ~~£329~~	£229 INC VAT - AMC 0649 + RAM 0565

AMIGA 600HD EPIC + HARD DRIVE

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
64Mb HARD DISK	£179.00
EPIC - A SCI-FI ADVENTURE	£29.99
ROME - ROLE PLAYING ADVENTURE	£25.99
MYTH - STOP THE SPREAD OF EVIL	£19.99
TRIVIAL PURSUIT - POPULAR QUIZ	£29.99
FREE FROM SILICA (See Top Left)	£265.91
2Mb VERSION + £30 RAM 0565	PACK VALUE: £750.86
	PACK SAVING: £401.86
	SILICA PRICE: £349.00

1Mb RAM 64Mb HD	£349	INC VAT - AMC 0964
1Mb RAM 85Mb HD	£399	INC VAT - AMC 0985

AMIGA CD32 CONSOLE

32-BIT CD-ROM

NEW!

INCLUDES OSCAR & DIGGERS CD TITLES

PLUS! LEMMINGS CD FREE FROM SILICA

FREE DELIVERY

TECHNICALLY SUPERIOR

AMIGA v SEGA

	CD32	MEGA CD
CENTRAL PROCESSOR	68020EC	68000
POWER	32-BIT	16-BIT
SPEED	14MHz	12.5MHz
STANDARD RAM	2048K	128K
COLOUR PALETTE	16.8 MILLION	512
MAX COLOURS ON-SCREEN	256,000	64
FULL-SCREEN VIDEO CD	OPTIONAL	NO
DUAL-SPEED CD DRIVE	YES	NO
4 VOICE STEREO SOUND	YES	YES
MULTI-SESSION	YES	NO
S-VHS OUTPUT	YES	NO
MAXIMUM RESOLUTION	840 x 640	300 x 200
CD TITLES FROM	£19.95	£39.99
PRICE:	£289	£379

- 32-BIT POWER The world's first CD-ROM console to use 32-bit technology, 4 x faster than a 68000 CPU
- CD QUALITY STEREO SOUND
- 16.8 MILLION COLOUR PALETTE
- 256K MAX COLOURS ON-SCREEN
- GAMES FROM BELOW £20
- PLUGS INTO A TV OR MONITOR
- PLAYS MUSIC CDs
- DUAL SPEED Transfers data almost twice as fast as ordinary CD-ROM drives
- MULTI-SESSION Recognises ALL data on CDs, even if the information was added after initial pressing
- FULL SCREEN VIDEO-CD 11/93 Via an optional extra module which allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Philips and Sony
- 2Mb RAM
- 11 BUTTON CONTROL PAD
- 2 FREE CD TITLES
  - OSCAR
  - DIGGERS

PLUS FREE FROM SILICA LEMMINGS CD WORTH £9.99

- COMPATIBLE WITH 26 CDTV TITLES

OVER 45 TITLES EXPECTED BEFORE CHRISTMAS '93

Amiga CD32 + 3 FREE CD TITLES £289 INC VAT - CCD 3200

*The Mega CD (£269) will only work when plugged into the Mega Drive (£129), therefore the price shown is the total combined price of both models. The Amiga CD32, however, is a standalone system which works without additional units.

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

PACK PLUS! GFA BASIC NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Nigel Mansell's World Championship AGA
- Trolls AGA
- + FREE FROM SILICA (See Top Left)

RACE 'N' CHASE

2Mb RAM	0Mb HD	£299 INC VAT - ANC 1224
2Mb RAM	64Mb HD 19ms	£449 INC VAT - ANC 1464
2Mb RAM	85Mb HD 16ms	£499 INC VAT - ANC 1485
2Mb RAM	127Mb HD 16ms	£529 INC VAT - ANC 1527
2Mb RAM	209Mb HD 12ms	£599 INC VAT - ANC 1609

DESKTOP DYNAMITE

PACK PLUS! GFA BASIC NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Deluxe Paint IV AGA
- Dennis
- Wordworth V2
- Oscar
- Wordworth Print Manager
- + FREE FROM SILICA (See Top Left)

DESKTOP DYNAMITE

2Mb RAM	0Mb HD	£349 INC VAT - AMC 1748
2Mb RAM	64Mb HD 19ms	£499 INC VAT - AMC 1765
2Mb RAM	85Mb HD 16ms	£549 INC VAT - AMC 1786
2Mb RAM	127Mb HD 16ms	£579 INC VAT - AMC 1826
2Mb RAM	209Mb HD 12ms	£649 INC VAT - AMC 1910

AMIGA 1200 SPECIFICATIONS
- 68020EC Processor - 14.19Mhz Clock Speed
- 32-bit Architecture/2Mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

HARD DRIVE OPTIONS
- Approved 2.5" Hard Drives
- Fitted correctly below metal safety shield - does not invalidate warranty
- Covered by Commodore's Official 1 Year On-Site Warranty
- Look for Special 'Official Upgrade' sticker

AMIGA 1500 HOME ACCOUNTS

PACK PLUS! GFA & PHOTON FULLY EXPANDABLE

FREE DELIVERY

1 YEAR RETURN TO SILICA WARRANTY

PACK INCLUDES:

1Mb AMIGA 1500	£699.99
2 x 3½" BUILT-IN 1Mb FLOPPY DRIVES	–
EXPANSION SLOTS	–
PC COMPATIBILITY	–
VIDEO SLOT For enhanced graphics	–
PC-XT BRIDGEBOARD SUPPLIED	£100.00
PLATINUM WORKS SOFTWARE Word processor, database, spreadsheet	£169.95
PUZZNIC	£24.99
TOKI	£24.99
ELF	£24.99
HOME ACCOUNTS	£29.99
DELUXE PAINT III	£79.99
FREE FROM SILICA (See Top Left)	£265.91
TOTAL PACK VALUE:	£1420.80
LESS PACK SAVING:	£1021.80
SILICA PRICE:	£399.00

1Mb RAM	RRP ~~£699.99~~	£399 INC VAT - AMB 1500

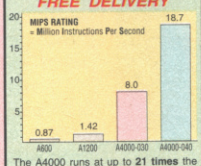
AMIGA 4000 SPECIFICATIONS

PACK

MONITOR OPTIONAL EXTRA

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY



The A4000 runs at up to 21 times the speed of the A600.

GRAPHICS:
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600

OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER:
- 1.76bs 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000 CONFIGURATIONS

The Amiga 4000 '030' and '040' are available in several RAM/Hard Drive options from Silica (please see below). All are fully configured and approved and carry Commodore's full one year on-site warranty. RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

25MHz 68030EC

2Mb RAM	80Mb HD 19ms	£899 INC VAT - AMB 3028
2Mb RAM	130Mb HD 19ms	£949 INC VAT - AMB 3115
4Mb RAM	80Mb HD 19ms	£999 INC VAT - AMB 3080
4Mb RAM	130Mb HD 19ms	£1049 INC VAT - AMB 3120
4Mb RAM	214Mb HD 19ms	£1149 INC VAT - AMB 3214
4Mb RAM	340Mb HD 12ms	£1249 INC VAT - AMB 3340
4Mb RAM	540Mb HD 12ms	£1499 INC VAT - AMB 3540

25MHz 68040

6Mb RAM	130Mb HD 19ms	£1899 INC VAT - AMB 4120
6Mb RAM	214Mb HD 19ms	£1999 INC VAT - AMB 4214
6Mb RAM	340Mb HD 12ms	£2149 INC VAT - AMB 4340
6Mb RAM	525Mb HD 12ms	£2399 INC VAT - AMB 4540

RAM UPGRADES CALL FOR PRICES

CDTV ADD-ON FOR A500 or A500PLUS

A570 UPGRADE

FREE FROM SILICA:
- Hutchinsons Encyclopedia CD RRP £29.99 A fascinating and unique reference tool comprising the complete Hutchinsons Encyclopedia.
- CDPD - 600 Public Domain Titles RRP £19.99 Over 600Mb of Public Domain software and shareware. Includes word processors, data bases and spreadsheets etc., games and utilities.

WORTH OVER £49

This Compact Disc-playing add-on simply clips to the side expansion port of your Amiga 500 and is immediately ready to deliver its power.
- Enables your Amiga 500 to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + G and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

WINNER OF THE AMIGA GOLD AWARD 91%

NEW LOW PRICE CDTV RRP ~~£349.99~~ £99 INC VAT - CCD 0570

CDTV SOFTWARE

LEMMINGS
These suicidal critters aren't about to take up sunbathing, take on the ingeniously designed puzzles to ensure they survive to tell their descendants the tale.

Ref: CSL 4281 £9.99 INC VAT

SIM CITY
As the mayor of Sim City you take control of the police, fire and transport departments. You must challenge crime, survive dreadful weather and aircraft disasters.

Ref: CSS 4921 £9.99 INC VAT

SUPER GAMES PACK
This ultra high action compilation is sure to raise your adrenalin level. Includes Jailbreak, Sydenam, Deathbolt and Lunar Rescue.

Ref: CSS 8971 £9.99 INC VAT

FOR OUR COMPLETE RANGE OF CDTV TITLES PLEASE CALL OUR MAIL ORDER HOTLINE OR VISIT ONE OF OUR SHOWROOMS LISTED BELOW.

APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners, without affecting Commodore's official on site warranty. We offer other upgrades and repair service for A500 and A500PLUS computers.

UPGRADES & REPAIRS
- Latest test equipment
- 20 trained technicians
- 1,000s of parts in stock
- FAST, 48 hour service
- We can collect (£5+VAT)
- FREE return courier
- All work guaranteed

CALL FOR A PRICE LIST

031193 - 11.30

SILICA - THE AMIGA SPECIALISTS

1978 SILICA 15 YEARS 1993 SERVICE TO YOU

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- COMMODORE APPROVED UPGRADES: Official Hard Drive upgrades with ICL on-site warranty.
- FREE OVERNIGHT DELIVERY: On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE: A team of Amiga technical experts will be at your service.
- PRICE MATCH: We match competitors on a "Same product - Same price" basis.
- ESTABLISHED 15 YEARS: We have a proven track record in professional computer sales.
- PART OF A £50M A YEAR COMPANY: With over 200 staff - We are solid, reliable and profitable.
- BUSINESS + EDUCATION + GOVERNMENT: Volume discounts are available. Tel: 081-308 0888.
- SHOWROOMS: We have demonstration and training facilities at all our stores.
- THE FULL STOCK RANGE: All of your Amiga requirements are available from one supplier.
- FREE CATALOGUES: Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- PAYMENT: We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE 081-309 1111

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel:	081-309 1111
	Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening	Fax No:	081-308 0608
CROYDON SHOP:	Debenhams (2nd Floor), 11-31 North End, Croydon, Surrey, CR9 1RQ	Tel:	081-688 4455
	Opening Hours: Mon-Sat 9.00am-6.00pm Late Night: Thursday - 9pm	Fax No:	081-686 4658
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel:	071-580 4000
	Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	Fax No:	071-323 4737
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Tel:	071-629 1234
	Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm	Extension:	3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel:	081-302 8811
	Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm	Fax No:	081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Tel:	0702 468039
	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm	Fax No:	0702 468039
IPSWICH SHOP:	Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH	Tel:	0473 287092
	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm	Fax No:	0473 287092

To: Silica, CVG-0194-104, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 104S

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

PREVIEW

MASTER SYSTEM/GAME GEAR

by US GOLD

£29.99

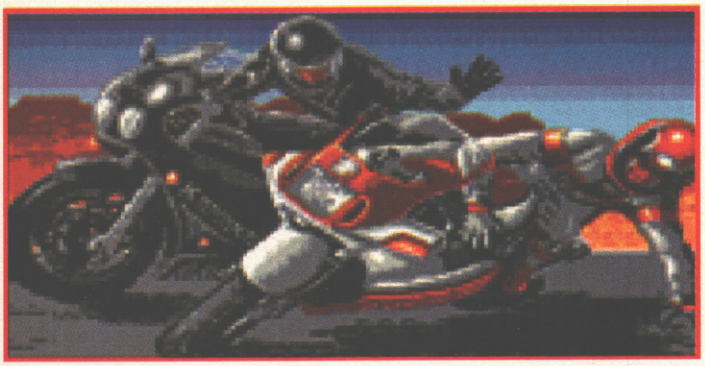
MARCH

Stage of Development

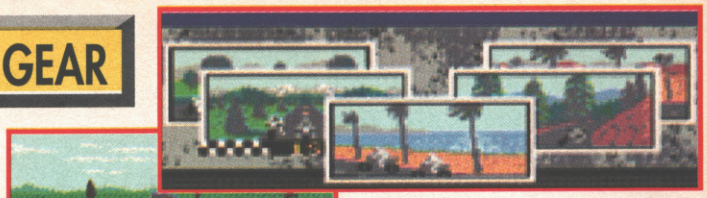
100% Complete

ROAD RASH

It's been on the circuit a while but now it's set to accelerate to the top on Master System and Game Gear. It's spreading like... well, a rash



The Man in Black has got to deliver his box of Milk Tray, and woe betide anyone who gets in his way.



Watch out for police patrolling. Check your rear mirrors as often as you can.

Hold on to your helmet! That crazy biker with a passion for punching and kicking other drivers off the road has now been let loose on the Master System and Game Gear in Road Rash.

The game is more or less an identical conversion from the Mega Drive, spread over five tracks including Grass Valley, Redwood Forest, Sierra Nevada and Palm Desert.

Basically the idea is to race against 15 other bikers in the fight, literally, to win enormous amounts of prize money and gain a top-of-the-range motorbike.

Roadfighter

Road Rash has been acclaimed as a Streetfighter-style game and although you do kick, punch and ram other drivers, the violence is not as graphic.

To win prize money you have to finish the race in one of the top four positions. A race can be repeated as many times as you want, until you reach the desired position, but this could get tedious, since races later on in the game are 22 miles long.

Road Rash is an easy game to get into, although if you get too cocky after a few miles you'll find policemen lurking round the corner, and

Punch your opponents off the track. It's cheating, but it works.

Biff is one of the competitors, shame he's got a stupid name.

Here you can choose the course you want to race on.

the last thing you want is a ticket for speeding. Not only does it hold you up, but it knocks off valuable dollars in your quest to buy the best bike.

If you feel the need for speed then you'll have to wait until March for the release, but we'll be giving it a full service and MOT before then.

SILVER (AND OTHER COLOURED) DREAM MACHINES

You may be born to be wild, but have you got the readies?

SHURIKEN 400. *You start on this bike, so the top speed is only a 60hp (that's horse power).*

PANDO 600 *A good all-round sports bike with light steering up to 90hp.*

BANSAI 750. *Bikes star to get more expensive at $7,000.*

KAMIKAZE *Slow steering and a top speed of 105hp. Has an $8,000 price tag.*

SHURIKEN 1000 *Plan your turns carefully on this one or you could skid out of control.*

FERRUCI 850 *This bike costs $14,000 and it weighs in at a rather hefty 450lbs.*

PANDA 750 *Zooms up to 120hp, magic handling but it costs a packet.*

DRANLO 1000 *The ultimate mean machine with fuel injection and 150hp. It's a mere snippet at $25,000.*

PREVIEW

SNES

by SONY IMAGESOFT

£TBA

EASTER RELEASE

Stage of Development

100% Complete

The password screen comes in very handy. It is actually possible (with luck) to make up a password that will work.

This is the first boss you encounter in the game. You can only destroy it by hitting the pot.

SKYBLAZER

Has Sony come up with the most varied, yet playable arcade game possible?

Despite having possibly one of the most dullest intro sequences for a long while, SkyBlazer looks like it's going to offer some of the best arcade action seen for ages on the SNES.

However, accumulating these special weapons seems to be a major attraction of the game since some are truly spectacular, and many of the better ones even turn you into a Fiery Phoenix or summon bolts of lightning.

What looks like making SkyBlazer particularly good though, is the huge variety of challenges in it. They all follow the same theme of bashing things, but the action is different in each of the 21 stages. Expect to find climbing, flying, swimming and other physical elements to contend with. At the end of the game you'll also encounter not just one boss, but a whole range of different ones, one after the other!

SkyBlazer looks as though it's going to be a very polished arcade game, with plenty of themed music and lots of imagination too. ●

This flying sequence is typical of the variety element in the gameplay. Plays really well too.

Sky Blazer has heaps of special weapons. This flash dash is very effective in a straight line.

The map allows you to progress back and forth between stages you've already been to – but why?

SkyBlazer's standard attack move is a chop 'n' kick. This can be used against any baddie.

You've got to get the girl

In this mystical adventure, you take control of the game's hero – SkyBlazer. His mission? To free Arianna the Sorceress from the clutches of the evil Ashura.

Rather than collecting your power-up weapons en route, SkyBlazer has to earn them by completing each stage of the game. Initially you will start off with little more than a punch, kick and a special weapon.

PREVIEW

SNES

by IREM

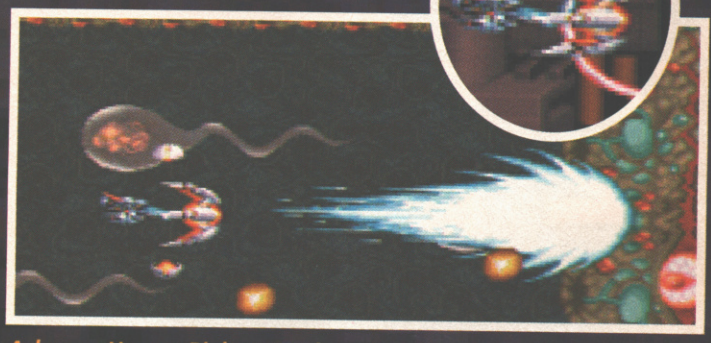
£TBA

NEW YEAR RELEASE

Stage of Development

90% Complete

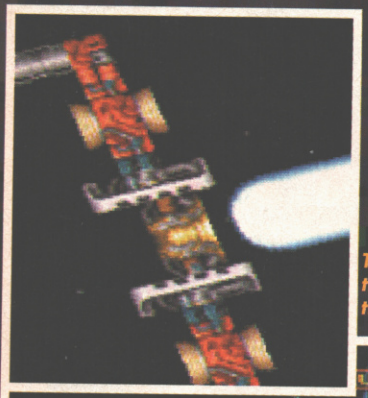
Blast your way through!



Ask your Human Biology teacher what those tadpoles are.

R-TYPE III

The grandmother of all shoot-'em-ups gets a sequel to its sequel – is R-Type III as good as the original? Why not take a look and decide for yourself!

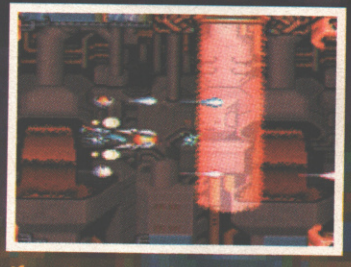


This large spaceship spins through 360 degrees – it looks the business.

There are three different types of force pod available in R-Type 3 – make your choice at the start.

The Bydo Empire is back! Irem's classic coin-op and console game R-Type is soon to make a welcome return to SNES screens in the third of the trilogy! R-Type III once again has you controlling the powerful R-9 fighter against all that the boys from Bydo can throw at you – and if you've played the previous R-Type games, you'll know that that's a lot.

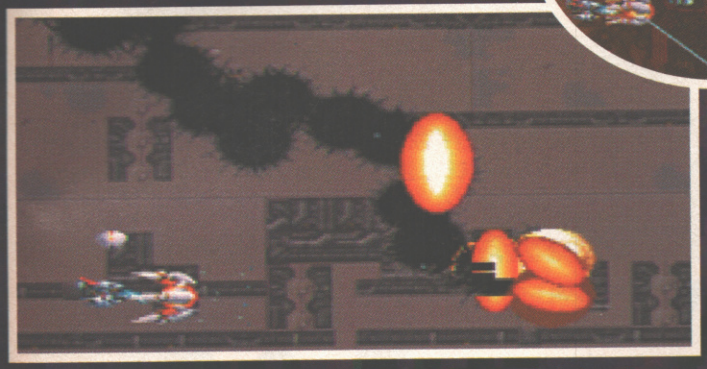
If you're new to the R-Type phenomenon, however, here's a quick rundown. You control the R-9, a small yet highly manoeuvreable ship which starts with only basic weaponry, but can be fitted out with some incredible kit as you travel



If you've ever played R-Type (and who hasn't?) you'll know that there are loads of weapons to collect.

This time round, you can power up your force pod blast by a stupid amount.

The end-of-level baddy on stage one is captured in all its Mode 7 glory.



A rip-roaring time is in store for anyone who gets their hands on R-Type III – full review coming soon.

You might think this section looks rather dull, but when playing you'll soon change your tune!

through the game. Shooting special enemy drones releases pods which, when picked up, give you all manner of goodies, such as missiles, three-way shots, speed-ups and, probably the most important item in the game, a pod which can attach itself to either the front or back of your ship and not only emit powerful blasts of energy, but also shield your R-9 from enemy fire.

Six of the best

R-Type III – or, to give the game its full title, R-Type III: The Third Lightning – contains six levels, with each stage harbouring not only a wild assortment of weird and deadly alien creatures, but also a massive boss at the end which requires you to hurl everything you've got at it in order to move on. It sounds simple, but believe us, it isn't – not by a long way. The Bydo baddies swarm on to the screen at a ridiculous rate in wave after wave, and just when you think you've got past a particularly tricky section of a level, the screen rotates and starts to scroll vertically!

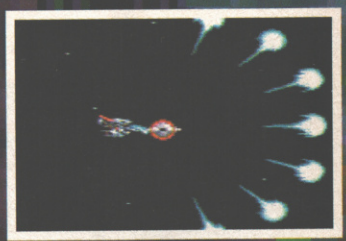
Just like in the original, you can detach your force pod from the front of your ship and use it as a free-moving weapon – or even attach it to your behind as a shield from back baddies!

I remember

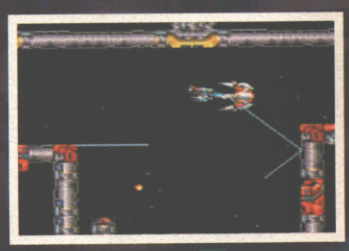
The SNES hasn't seen a proper shoot-'em-up for some time now, and who better to get the ball rolling again than the company which kicked off the genre as we know it today? R-Type was the game which gave us end-of-level bosses and bolt-on weapons, and from the not-inconsiderable play which we've had off the hot-from-Japan cartridge, it looks as though Irem has lost none of its knack at releasing quality blasters. ●

R-Type III isn't so much a new game, more like a follow-on from the brilliant original. The levels are similar, and they play similarly excellently!

If you think this portion of the level looks tough, you ain't seen nothing yet! All six levels are incredibly tough, although the bosses could be better...



Now here's a blast you've never seen before! R-Type III has been suitably spruced...



All your favourite weapons are in the game, as well as a few new ones!

PREVIEW

SNES

by OCEAN

£TBA

SPRING RELEASE

Stage of Development

10% Complete

Addams Family Values

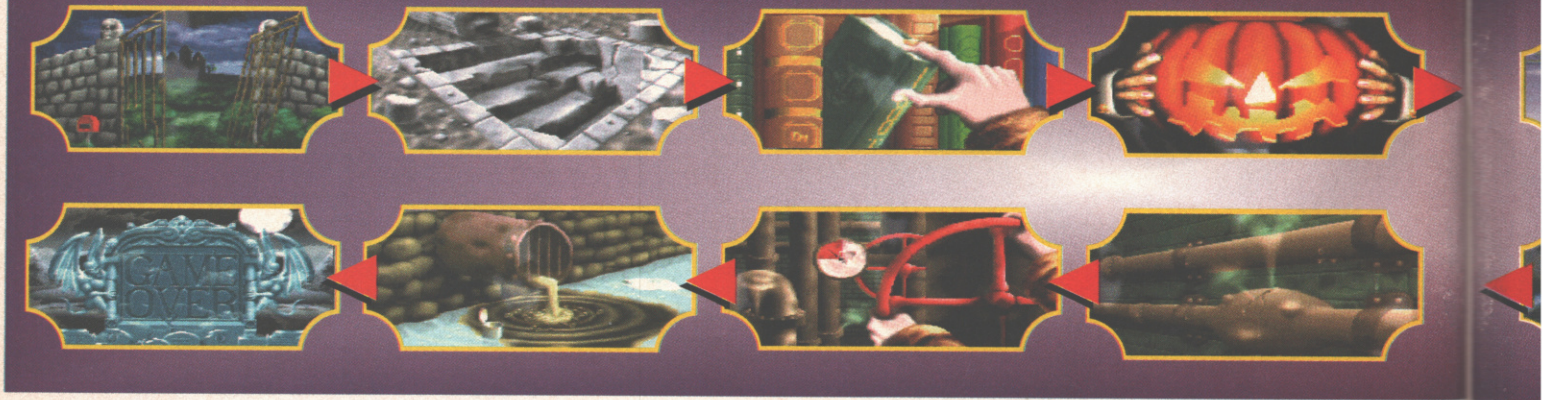
You all know Ocean has already done a couple of Addams games (very well) – now it's got the game of the new movie!

Wherever she goes, Morticia always has a spotlight in her face. let's hope the game doesn't turn out to be a pale-face imitation.

You might be surprised to learn that Addams Family Values isn't another platform game, along the lines of Pugsley's Scavenger Hunt. In fact it's going to be a Zelda-type RPG with lots of puzzles. The plot of the film will probably be followed quite closely, but so far we've only seen the first stage of the game, which has Fester wobbling around the garden in search of the exit. The play area is a scrolling maze and within it Fester has to deal with typical spooky enemies like ghosts and demented killer bats. Fortunately his large body deposits of fat make him quite a durable chap and he can han-

MYSTERIOUS IMAGES

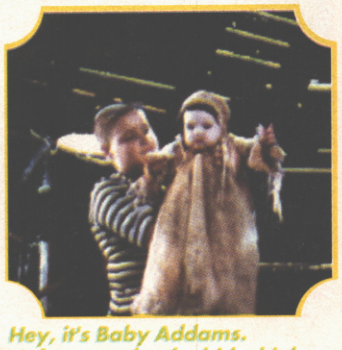
Addams Family Values features a nice intro which clearly shows the plot of the game, but the captions haven't been put in yet and Ocean isn't sure what it wants to say anyway, so make what you will out of it.



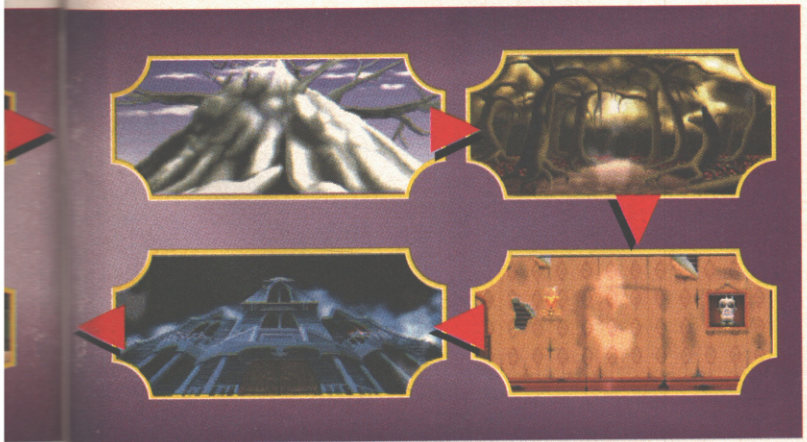
"BE AFRAID, BE VERY AFRAID"

Here's Fester's inventory. The number of objects should give you an indication of the depth of puzzles you can expect to encounter. Items like cook books, bowling balls, magnets and skeleton keys highlight the diversity of what's in store.

dle a fair number of attacks. He can also protect himself by shooting a puffy substance from his finger tip and this can be replaced by a number of other weapons. His inventory also has a large number of other items like keys for different buildings and an assortment of objects from magnets to cook books. You'll probably have to collect all the items, so we're expecting a puzzle based in the main, with maze and blasting elements wacked on top. Obviously, the game is way, way off completion yet, but it's promising to have some depth. Let's hope it also manages to capture the humour of the film too, which it didn't in what we've seen so far. Look out for more on this one soon.



Hey, it's Baby Addams. Unfortunately, the kids think he's a hand-puppet. Oops.



Fester meets his bride-to-be. Little does he know that she's planning to give him the shove(l). However, killing an Addams isn't an easy thing, as the film sets out to show.

ADDAMS AND EVE

Below are some early shots of the game. This first stage involves Fester dashing round a maze in search of an exit. There are spooky bats and ghouls to blast and items to collect. It's looking good.

PREVIEW

MEGA DRIVE

by ELECTRONIC ARTS

£49.99

MARCH RELEASE

Stage of Development

45% Complete

The introduction to the game promises some nice graphics. At certain points you get to purchase new equipment.

The animation is very realistic. It uses real people digitised in motion to give the desired effect. Scrolling's a bit shabby though.

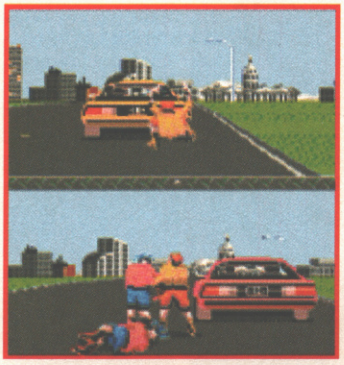
From the makers of Road Rash comes a very similar game, except instead of a motorbike you ride roller skates!

The action is non-stop and not very different to Road Rash.

Set in 12 major cities across the United States, Skitchen is all about roller skate racing, and fighting off all the rival skating gangs so that you manage to make it into one of the top four positions necessary for progression to the next city.

Plenty of pushin' and a shovin'

There are no rules on the road, so you can punch, kick and elbow opponents as much as you like to get them out of your path; then you have to grab hold of a passing vehicle and whiz ahead of the pack. The game will also feature nine weapons like chains, nunchukas and metal bars, and you will even be able to perform tricks off ramps to earn money at the end of a race for being flash. Any cash accumulated can be used to purchase faster skates and extra equipment like pads and gloves, and there's a special bonus for hitchin' a ride on a police car.



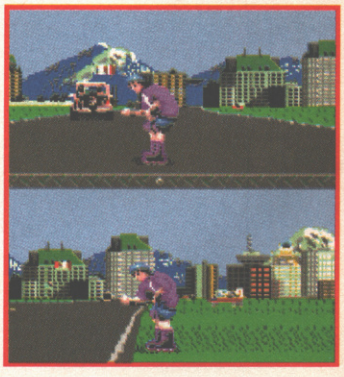
The fun aspect is in bashing opponent racers to the ground. You can use different weapons.

By moving up behind a car you can grab hold to accelerate ahead.

All the sprites in Skitchin have been rotoscoped off real people, so the animation is expected to be realistic (although what we've seen looks a bit rough). Skitchen will also feature a customary split-screen option for two players, and hopefully the finished version isn't going to slow down as much as the version we've been playing.

Road Rash's little bruv

There are 16 different music tracks to choose from, and on the whole, this 16 meg game looks like being fun, even though it does play incredibly like Road Rash! ●



It's even possible to do tricks on your board for extra dosh.

PREVIEW

MEGA DRIVE

by KONAMI

£TBA

MARCH

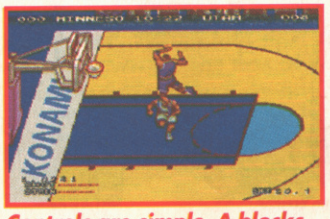
Stage of Development

80% Complete

HYPER DUNK
The Playoff Edition

Basketball looks like being the big thing next year, with Acclaim and now Konami getting in on the act with its attempt at the bouncing ball sports sim...

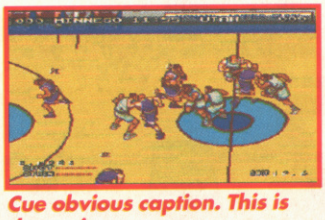
As regular readers will know, we don't know an awful lot about cricket. We don't know much about basketball either. Still one thing we do know is that we're big fans of fast paced games, but is Konami's forthcoming basketball sim going to fall into this category? Well let's take a look...



Controls are simple. A blocks and does a small shot, B passes and C slaps the ball out of the opposition's hands.

Tip-off

There are 16 teams on offer with five starting players and seven reserves. Tot that little lot up and you will see that there are 192 players to choose from, each of which Konami has blessed with different playing strengths and weaknesses, such as shooting ability, ball-handling and ball-stealing ability as well as speed, power and stamina.



Cue obvious caption. This is the main game screen.

Kick-off

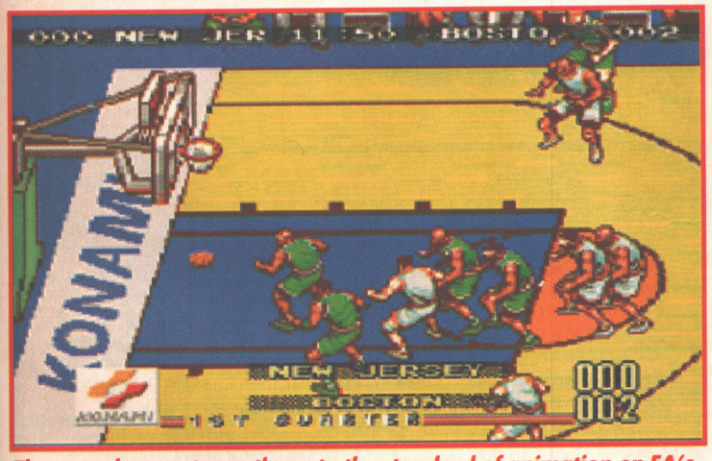
Konami is going all out to make sure this plays and handles like an arcade game so as to turn us all into slam dunk junkies. To keep the gameplay smooth and above all fast some realism has been sacrificed though. For instance, once the ball has been passed over the half way line there's an alterable time limit where the ball must be passed or a shot taken on goal. Another smart feature is that you can't run out of bounds – if only that happened in real life eh? However, some sim-style features have been retained notably that players' strengths drop as they run for long periods.

Harlem

The game certainly plays fast enough, and as far as I can see loads of special moves and blocks can be performed. It doesn't look or sound anything special though, so to see whether it shapes up against the impressive looking NBA Jam keep an eye out for the full review around March time y'all. ●

Exhibition is a one-match option while the playoff involves challenging the other 15 teams.

The player under control is a slightly different colour (must be nerves) so you can see where you are at all times.



The crowd are not exactly up to the standard of animation on EA's FIFA International Soccer I'm afraid.

You can alter your present team by simply selecting one of the seven subs on offer.

YOB'S MAIL BAG

LAYDEEEEES AND GENTLEMENNNNN. Welcome to a contest of heavyweight boxing. In the Blue Corner – fighting out of London, England – the living legend of the letters page, the prince of the putdown, the master of the sadsters, the one, the only, the brilliant YOB! And in the Red Corner – trying to fight their way out of a paper bag – the most pathetic piles of puke to dare to invade the Royal Mail - the one, the only, the you can keep them YOB'S MAILBAG! This contest shall run for 12 rounds of boxing, unless we have a knockout, three knockdowns or a good clean kill. Lightweight losers hoping to match Yob's wit and wisdom may send their sad scribbling to: I'M NOT REALLY UNCONSCIOUS, IT'S JUST I'M TRYING TO REMEMBER MY NAME, YOB'S BACKSIDE-BLOWINGLY BRILLIANT MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £100 for the best letter of the lot.

LEMON SPARKLE

Dear YOB,
I am the world's most destructive games pirate. I copy millions of games on my master computer every day and sell them for loadsa money. But it isn't only games that my master computer can copy because I have programmed it to make exact duplicates of any magazine I choose. So, you sad lump of cat crud, unless you send me £100 and answer all my questions correctly then I am afraid I will first destroy all of the games market, then I shall make thousands of copies of CVG and sell them for 20p each – then you'll be out of a job and forced to live on the streets of the Isle Of Man because it would be the only place that would accept you.
1. How do you do a burning dragon punch on SFII SCE?
2. How do you do a mid-air Spinning Bird Kick on SFII SCE?
3. Why are all the people who live on the Isle Of Man so small, sad and deluded?
4. Will SFII Turbo come out on the Amiga?
5. Which is better, the CD32 or the Mega-CD?

NICK 'THE PIRATE' MARTIN
Truro, Cornwall
PS Your Y-fronts are so smelly and full of crap I wouldn't touch them with a 12-foot long barge pole.

YOB: 1. Yours is the most pathetic letter I've received this week.
2. It was so ashamed of itself it refused to come out of the envelope.
3. Have you ever done anything of any value?
4. Were you born pathetic or did you have to practice?
5. Does your mother know you've escaped from the cage today?
PS People like you make this country great.

SAD £100 BLAG - 004

Dear YOB,
Give us that £100 or we'll tell our fellow members of the GamesMaster club to stop buying CVG.

MARK AND PHILIP OWEN
Edinburgh

YOB: I'm sure those two or three people will make all the difference...

LOLLY GOBBLE CHOCK BOMB

Dear YOB,
1. When will Super Streetfighter 2 be coming out on the SNES?*
2. Is Soccer Kid coming out on the SNES?
3. When will Puggsy be coming out on the SNES?
4. Is ECCO coming out on the SNES?*
5. When will EA Soccer be coming out on the SNES?*
6. Is Rocket Knight Adventures coming out on the SNES?*
7. Please, what are 'Super CASTLEVANIA 4 tips'?

*If you can not answer all these questions answer the 1st, 4th, 5th AND 6th. (Thanks)

OMAR BENHAMID
Meknes, Morocco

YOB: 1. June 1994.*
2. Yessiree. (It's reviewed on page 56)
3. It's already out. There was an enormous shipment bound for Morocco just this week, but I managed to get there before the tanker set sail and bought the lot. Sorry.
4. Nope.*
5. No plans that I know of.*
6. Yessiroony. Reasonably soon, in fact.*
7. 'Super Castlevania 4 tips' are more commonly known as 'the tips of Super Castlevania 4'. However, some people know them as 'Super Castlevania 4 - the tips' while they have been referred to as 'tips for Castlevania 4'. However, there is some debate on the correct method of addressing 'Super Castlevania 4 tips' and until this important issue is settled once and for all the controversy will rage on...
***I may have been lying about these answers.**

DON'T READ – TOO DULL

Dear YOB,
This is the second time I have written to you and there is a question I would like you to answer for me.
I am getting an Amiga 600 for Christmas and my friend is getting a Super Nintendo. But there is one thing we argue about and that is the fact that the console and computer are two completely different things. My friend says that the SNES is better than the Amiga because of the graphics. But there is an advantage that the Amiga has and that is the graphics and a keyboard for word processing etc.
What is your viewpoint on my problem?

CHRISTOPHER COLLINS
Tamworth, Staffs

YOB: Look, if you're happy with what you've got, then why let your friend tell you anything different? If you like word processing, that's great. Personally, I'd prefer a life, but I'm like that.

ZOOM

Dear YOB,
I've written countless letters to you that haven't got printed so I'm desperately hoping this one will be interesting enough for you to print.
I have an Atari STe and I'm seriously considering buying something new. I don't want a Super Nintendo or a Mega Drive as many of my friends have them and I don't think much of them. I am looking for something new, such as a Jaguar, but would like to know whether to keep my ST in case I can play my games on the Jaguar. My other choices are the 3DO as it looks impressive and comes from a good background – ie the man behind it is the former President of EA. My final choice is to wait until (at the earliest) 1995 for the Nintendo 64-bit Silicon. I've looked through issue 145 and it has helped me a lot in comparing the consoles. Thanks for looking at my letter.

ANDI HEAD
Birmingham

YOB: Well, I looked at it and I laughed at it. You've spent so much time explaining your problems you've forgotten to answer any questions. Ah well, seeing as it's 3.23am and you have the most hilarious name attached to any letter I've yet received, I'll give you a rundown on all the new machines because at least you gave me a good laugh. For a start, don't keep your ST. Find somebody sad enough to flog it to for the maximum amount of cash you can stiff them for because the smelly old dinosaur is not worth a light. Second, in my opinion you might as well forget about the 3DO as well. Sure, the machine's got some impressive technical specifications, but these have already been surpassed by the Jaguar.
So, should you buy the Jaguar? Now there's a good question. Technically, there's every reason why you should - it's got devastating potential and currently puts all other consoles in the shade. However, Atari has a bit of a reputation for spanging things up (just look up the ST in the Where Are They Now file) and there's no guarantee that the machine will take off. If you want my advice, hang on to your cash and wait to see what happens. Right now some of the wiser people I know are buying Amiga 1200s because they know there's a CD-ROM attachment on the way, which effectively turns the machine into a CD32 and remains one of the best home computers money can buy. What do the rest of you think? Drop me a line and I may even print a few.

Win Instant Prizes from

ALADDIN'S CAVE!

Play the Game to be granted three wishes...

SEGA MEGADRIVE
+ game of your choice
0839 406052
Instant Win

SEGA MEGA CD
+ game of your choice
0839 406062
Instant Win

PHILIPS CDi
+ CD games
0839 406055
Instant Win

WIN!

SUPER NINTENDO
+ game of your choice
0839 406051
Instant Win

WIN!

WIN!

GAME GEAR
+ TV Tuner
0839 406053
Instant Win

AMIGA CD-32
0839 406068
+ CD games
Instant Win

AMIGA A1200
+ game of your choice
0839 406064
Instant Win

WIN!

WIN!

WIN A BUNDLE!

All these Games and more ... up to a total of £250!

0839 406066
Instant Win

WIN!

WIN!

WIN!

£100 worth of MANGA VIDEOS!

0839 406058

WIN
Remote Control
COLOUR TV
Great games monitor!
0839 406067

KARAOKE MACHINE
0839 406057

CD SOUND SYSTEM!
0839 406054

Play the AMERICAN Adventure! Win £500!
0839 406065

AMIGA OWNERS!
Win Jurassic Park, Streetfighter II, F117A, Zool 2 and Elite II

NINTENDO OWNERS!
Win all the above+ Super Mario All Stars and Striker!

SEGA OWNERS!
Win all the above+ Sonic Spinball and FIFA Soccer

WIN!

WIN!

RALEIGH ACTIVATOR II

Or any mountain bike up to £200

0839 406059
Instant Win

Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 28.02.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga & Raleigh Activator are all registered trademarks of their respective companies. We are neither related to nor endorsed by them.For rules and winners' names please send SAE to Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.

ImagesFeb

FUNNY FEET

Dear YOB,
I'm writing to agree with the letter you printed in issue 145 about consoles and home computers written by Philip Owen in Surrey. How can consoles even be compared to a computer? Take flight sims as an example. On computers flight sims are very good, with lots of different key combinations, and it's a challenge just keeping the plane up in the air. On consoles all you have to do is change speed and direct your plane towards the targets, fire at them and that's it.

Consoles do bring out some good games, but compared with computers console games still don't match up. Take the recent conversions of Zool, Sensible Soccer and Silly Putty - these don't have anything over the Amiga versions. When will the arrogant console owners see this? Then there's the price of games question. An adventure on the Amiga like It Came From The Desert II, Eye Of The Beholder or similar, would keep anyone going for ages. But console games aren't very deep and there's not much to do compared to computer versions. Plus with computers you can use an animation or paint package and use it for word processing, so a computer has many more uses than a console. I don't dislike consoles, despite all that I've said. It's just that I'm sick of people putting computers down.

MARK HAYES
Sheffield

PS I don't give a cack if you don't print this letter as you know I'm right.
PPS Keep up the good work, because your mag is excellent!
PPPS Why are all the addresses so long?

YOB: You may have a rather sad way of putting things, but you do actually have a point. Lately I've found myself playing more and more games on PC and Amiga because some of the releases like Elite II and Rebel Assault are nothing short of superb. It's true that these games are deeper and more involving than their console equivalents, but the picture you paint is hardly reflective of reality, is it? Certainly, computer games are more complex – but which are the games you keep coming back to for months, even years? Console games like Mario etc.

Why is this? Because their designers know that the most important element of any game is gameplay, so all the best console games concentrate on this area. CVG will always tell you the right ones to buy, so if you use some spark of intelligence you'll always pick the right carts. Sure there are crap games on consoles, but isn't there a massive dungheap of festering computer titles available as well - far outnumbering cack console games.

It seems to me that you're looking at the world through your grandad's gas mask and it's all become so steamed up with your ranting that you can't see your hand in front of your face. I'd recommend an immediate lie down, and make sure you don't get up again for, oh, at least 45 years.

SAD £100 BLAG - 001

Dear YOB,
I was laying in bed asleep last night and suddenly I had this dream. There was a plague and pestilence across the land, cities were flattened and the sound of a billion tormented souls filled the air. Suddenly I received £100 through the post and everything turned normal again. I think it was a premonition, YOB, so send the cash before it's too late!

DEAN BAYLISS
Dartmouth

YOB: Are you by any chance clinically insane?

SAD £100 BLAG – 002

Dear YOB,
If you give me that £100 I promise not to show your girlfriend the photos.

DAVID JOSEPH
Middlesbrough

YOB: What do you mean? She's in most of them.

WHIZZBANGS

Dear YOB,
What the hell is Demonsgate?

SCOTT READING
Leicester

YOB: Who the hell cares?

TURDY JASON

Dear YOB,
If you're just going to insult me, please don't print the rest of this letter.

JASON MITCHAM
Croydon, Surrey.

YOB: Certainly, you useless turd.

SLOW FOR A SWEATY

Dear YOB,
This is the very first time I've ever written to a mag. I'm fed up of all those sad letters from people who think they will win your most generous £100 prize for their letters, bragging about how their SNES is better than Mega Drive and so on. I've had this on my mind for so long and just felt like putting pen to paper about it.

Anyway, every year a new and fantastic games machine is made from both Sega and Nintendo. Sega has just released the Mega-CD and is currently talking about the brilliant Saturn. Meanwhile, Nintendo has been working on making the SNES a real contender to the Mega Drive, with brilliant graphics and all the new, exciting games coming out – but will this carry on? Has Nintendo got a secret weapon up its corporate sleeves, something that will knock all Sega goodies with a big bang? Tell me, oh knowledgeable one

DAVID SIMPSON
Turriff, Aberdeenshire

YOB: News obviously doesn't travel well up the East Coast Line, otherwise you'd know that Nintendo has managed to join forces with Silicon Graphics to create a 64-bit super console, which should be available by 1995.

SAD £100 BLAG - 003

Dear YOB,
I want that £100 and I want it NOW.

T. AXMAN
Inland Revenue

YOB: Certainly. How would you like your money?

F.A.B

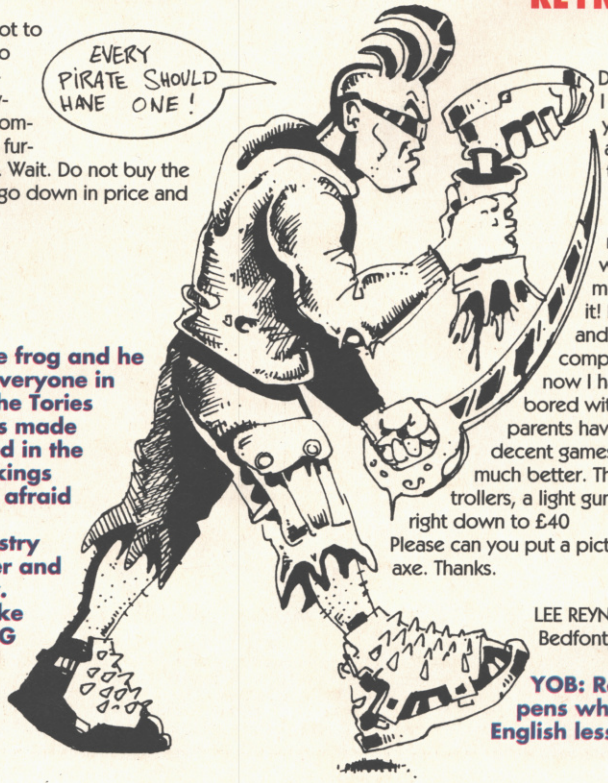
Dear YOB,
This is the ever first time that I've wrote to a magazine (from the looks of things it's the first time you've wrote at all - YOB) and I'd like to write about the prices of games.

All commercial and console games are far too expensive for the average gamer's budget. I'm sure everybody would agree that games are far too expensive, but they still spend up to £60 a time on a game. This is why computer software companies get away with selling them at this price. If nobody bought the games then the distributors would be forced to reduce the prices and more people could afford to buy them.

Also, if people actually had the decency not to pirate games (and not rip the companies off so they can afford to lower their prices) and perhaps buy the games (after they have been lowered in price for the stated reason) then the companies could afford to lower their prices even further. My point is: (at last - YOB) have patience. Wait. Do not buy the games when they first come out and they will go down in price and follow the law and do not pirate software.

DANIEL MEAKINGS
Stamford

YOB: And then the princess kissed the frog and he turned into a handsome prince and everyone in the kingdom was happy again and the Tories got booted out of office and beer was made free and nobody had to get out of bed in the morning and people like Daniel Meakings were exported to the North Pole. I'm afraid the real world is like this: if nobody bought any games the software industry would stop producing them altogether and nobody would have anything to play. Much more sensible is what people like me just keep on telling you - read CVG and we'll always tell you the best value for money games to buy. It's that simple, and yet some saddos still can't get the message. What's wrong with some people?



REYNOLDS IS POINTLESS: DISCUSS

Dear YOB,
I think CVG is totally crap... NOT! I have read your excellent mag for nearly a year now, and it is bloody brilliant so far. You might think I'm a sad git, but I'm not.

More than a year ago, I wanted a SNES with Streetfighter 2. But I got really mad because I wasn't allowed to have it. It was because my divvy dad said it was too much money! No way is it! Anyone can afford it! But in the end I got a NES with Super Mario and Duck Hunt. Then a couple of weeks later, I completed the games which were so easy. By now I have still got the same games which I'm bored with, and I haven't even touched my NES. My parents haven't bothered to just buy me some more decent games. I think the NES is all right, but the SNES is much better. This is so bad: I got the NES with two controllers, a light gun and two games for £80 and now it's gone right down to £40
Please can you put a picture of you slicing me to bits with a massive axe. Thanks.

LEE REYNOLDS
Bedfont, Middlesex

YOB: Remember kids; this is what happens when you don't pay attention in English lessons.

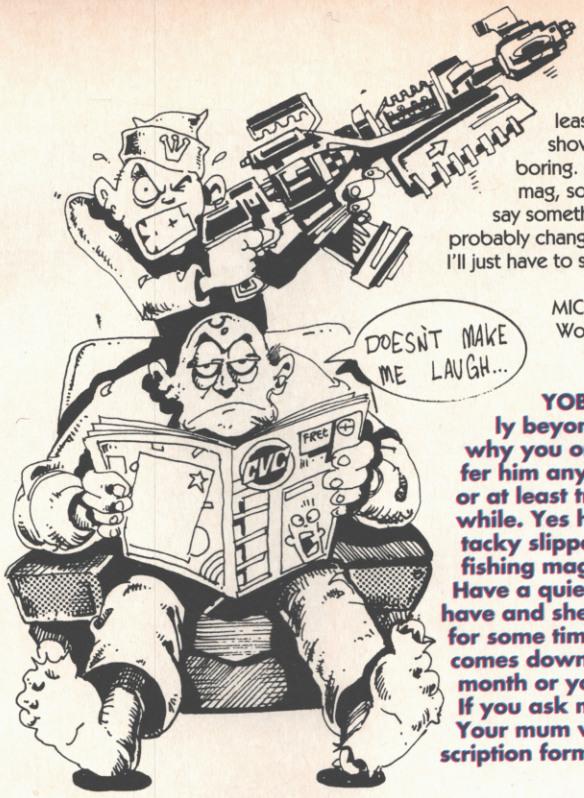
SCREWBALLS

Dear YOB,
Please, please, please, can you answer these questions for me?
1. Is the Lynx handheld better than the Game Gear?
2. People say the Mega Drive is 16-bit. What is 'a bit'?
3. Will Streetfighter II come out on either the Lynx or Game Gear?
4. What's your favourite console?
5. What's your favourite handheld?
6. What's the best game out for the Game Gear?
7. What's the best game out for the Lynx?

OLIVER BAKER
Cardiff

YOB:1. Is a Ferrari better than a fart?
2. It depends entirely where you are and whether anyone is willing to give you one.
3. Will Cardiff ever be exciting?
4. It's a toss up between the Super NES and the Turbo Duo.
5. PC Engine GT.
6. Believe it or not, Sonic 1.
7. Klax.

FUNNY FACES



Dear YOB,
My dad was ranting on the other day about how he doesn't think you're in the least bit funny, and he never laughs when I show him the pictures, in fact he thinks they're boring. He says I just waste my money by buying the mag, so please do something funny in a picture or say something that will make him laugh, and then he'll probably change his mind and let me buy CVG, otherwise I'll just have to spend ages in WH Smith reading it.

MICHAEL CLAYTON
Worcester

YOB: Michael, your sad dad is obviously beyond all help and there's no reason why you or the rest of your family should suffer him any longer. It's time to get rid of him, or at least trade him in for someone worthwhile. Yes he needs to go, along with those tacky slippers he wears and those boring old fishing mags he spends his time poring over. Have a quiet word with your mum – I already have and she feels the same way, and has done for some time now, apparently. It more or less comes down to a straight choice: CVG every month or your sad and useless father forever. If you ask me it's no contest. Kill him. Now. Your mum will no doubt help you fill in a subscription form.

WIN!

TRIPS TO USA

COMPETITION

WIN!

One trip per month to be won!

SPACECAMP

Plus **DISNEYLAND**

At SPACECAMP experience a simulated (like very real!)

SPACE MISSION OR **COMBAT MISSION**

With authentic training as either

ASTRONAUT OR **TOPGUN**

Minimum Age 10 yrs *Minimum Age 13 yrs*

2nd Prize monthly CD ROM

0891 333551

PLAY AS MANY MANY TIMES AS YOU LIKE - BE THE FASTEST AND MOST ACCURATE TO WIN!

Conditions of entry: The promoter is whiston Limited, Riverbank House, Putney Bridge Approach, London SW6 3JD. Entry is open except that employees and families of the promoter, Advertiser, and sales promoter agency are not eligible. Entries close for the prizes first drawn 31.1.94 and then at the end of each succeeding month whilst the competition is offered. Winners will be annouced in this magazine and on the competition line, and winners will be notified by registered mail. Prizes are not transferable or redeemable for cash. The judges decision is final and no competition will be entered into. The competition is a game of skill not chance and all entries will be judged on merit. Calls cost 36p per minute cheap rate and 48p per minute at all other times. Max duration 7.5\ minutes. If you do not pay the phone bill be get permission before making this call. For further details and information call 0891 333552.

NEXT MONTH

SEE THAT GREAT MAG THAT'S FULL OF TOP GAMES STUFF? THAT'S CVG, THAT IS!

THE CLASH OF THE TITANS CONTINUES WITH REVIEWS AND PREVIEWS OF THE LATEST AND GREATEST GAMES ON THE NEW FORMATS!

COMPUTER AND VIDEO GAMES CVG

FEAST YOUR EYES ON THE HOT STUFF ON: 3DO! CD-I! JAGUAR! CD32! MEGA-CD!

IT'S ALL HAPPENING IN THE MAD MARCH ISSUE OF CVG, OUT ON THE STREETS FEBRUARY 15 WHICH, LET'S FACE IT, IS A DAMN SIGHT BETTER THAN THOSE VALENTINE CARDS YOU'LL HAVE RECEIVED THE DAY BEFORE.

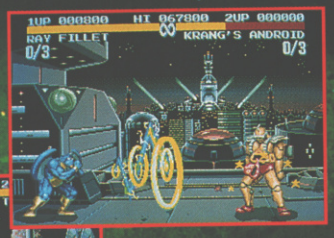
CVG MARCH ISSUE FEBRUARY 15 1994! YOU'LL GET IT 'COS YOU LOVE IT!

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES

TOURNAMENT FIGHTERS



SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios exclusively licensed by Surge Licensing Inc.

THE LEGEND OF THE MYSTICAL NINJA™

I URGE YOU ALL TO MAKE YOUR WAY DOWN TO THE SHOPS & BUY THIS IMMEDIATELY IT'S FAB!! TOTAL 90% JAN '94

THE GRAPHICS AND SOUND ARE FAULTLESS... YOU COULDN'T POSSIBLY GO WRONG WITH A COPY OF MYSTICAL NINJA. I SMILED ALL THE WAY THROUGH IT. SUPER PLAY 90% JAN '94

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE